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THE

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The Chess Player's Chronicle.

THIRD SERIES.

NEW CHESS WORKS.

THE Year 1860 promises to be fertile in new works upon Chess. As precursors, two publications of considerable size and merit have already been published at the latter end of last year.—The work of the Chess Congress, in New York, and the Morphy book, in London. The latter, which is a translation of the German by Herr FALKBEER, and published by Mr. J. H. STARIE, has been already mentioned in former numbers. The book of the Chess Congress is a work of considerable size and some merit. As to the typographical part, it stands certainly in the first line among Chess works, the arrangement of matter is judicious, and the author (Mr. Fiske) has evidently taken much trouble with the corrections. The games, however, are not so good as we expected, for, with the exception of those played by MORPHY, PAULSEN, LICHTENHEIN, and STANLEY, they are far below the average; nor are the problems of great merit; they are decidedly far inferior to the European prize problems. As to the History of Chess and similar matters, they are simply compilations and extracts from other works. The work will, however, always have great historical interest, as it is the first considerable Chess work, which has appeared in America, and it gives a correct idea of the state of Chess in the United States at that period.

Among these New Publications which are promised to the public, stands foremost, "the Report of the Birmingham Chess Meeting, by HOWARD STAUNTON," a work which, according to accounts, will be even larger in size than the American Book of the Congress. Herr LOWENTHAL's games of MORPHY are also soon expected to appear in print. We are besides informed that a collection of problems by Mr. HEALEY will also be vouchsafed to the public, besides the great collection of problems by MR. MILES.

Thus it may be seen, that in a space of six months, more Chess works will have been published, than in the last six years.

SOME OBSERVATIONS ON THE ORIGIN AND PROGRESS OF CHESS.

By Dr. Duncan Forbes.

Chapter XIII.—(*Continued from our last Number.*)

Towards 732, Eudes, Duke of Acquitaine, had broken off his alliance with the Saracens, and being again defeated, he allied himself with the renowned Charles Martel, the "Pounder of the Infidels." The forces of all France now united, encountered the Saracens near the left banks of the Loire, and gave them a *check*[1] from which they never thenceforth recovered; for they were afterwards finally expelled from France by King Pepin and his son and successor. Charles Martel, on the death of Eudes, in 735 annexed to his own dominions the dukedom of Acquitaine as far as the Pyrenees. I think then, the inference which I have here drawn, is quite satisfactory: viz., that Chess was introduced by the Arabs from Spain among the people of Acquitaine. These on becoming the allies and subjects of the Carlovingian princes, communicated the game to the Franks, and thence in the course of another century, it found its way northwards as far as Scandinavia, and thence to the Hebrides, and the Anglo-Saxón court, as we shall see further on.

In the second place, we have shown—almost demonstrated in our last chapter—that the Byzantines must have received the game of Chess from the Persians about the beginning of the seventh century. Now, we know from history, that in the eighth and succeeding centuries, numerous adventurers, both Frank and Scandinavian, resorted to Constantinople, where their military services were duly appreciated and amply rewarded. These afterwards became celebrated as the Varangian Band, or Cohort; and held a position at the Byzantine court, similar to that of the Scottish and Swiss guards employed by the kings of France in more recent times. In consequence of this arrangement, there arose a constant intercourse between the east and west of Europe. We are further told that, "A.D. 757, Constantine Capronymus, emperor of the east, sent to king Pepin, as a rare present, the first organ ever seen in France. This was so highly appreciated by the latter, that he placed it in his own chapel at Compiegne."[2] Now we

[1] We are gravely told by the veracious Jesuit Petau (or Petavius, as he styles himself), in his erudite work entitled *Rationarium Temporum*, tom i. p. 327, edit. 1724, that in one day 375,000 of the Infidels were cut to pieces, whilst the Franks lost no more than 1500 men. Here now is one of our *strong* facts; the good father is somewhat partial to the marvellous; this is no invention of his own, for he refers us to very grave and pious authorities. The graceless Voltaire would here say, "N'en croyez rien."

[2] Lavisne's *Historical, Geographical, and Genealogical Atlas*, elephant folio, best edition, 1829, fol. 43.

may safely conclude, that the organ formed only a portion of the rare presents sent on that occasion to the western monarch. There is every probability that the rich Chess board afterwards presented by Pepin to the monastery of Maussac, was included in the list.

We see then that the game of Chess may have reached France about, or near, the middle of the eighth century, either from Spain by means of the Saracens, or from the Lower Empire, in consequence of the intercourse then held between the sovereigns and nations of the east and the west. All the circumstances considered, I am inclined to view the former conclusion as the more natural and probable; but in either case we may safely rely on the authenticity of the anecdote quoted by Gustavus Selenus, respecting the son of Pepin, and the prince of Bavaria. This is the main point which I have been endeavouring to establish; and if I have succeeded, of course all anecdotes of a more recent date referring to the game, whether in France or Germany, Scandinavia, Britain, or Italy, may be accepted as *facts*.

It is not my intention to trace the history and progress of Chess in western Europe, during the mediæval period, *i.e.*, from A.D. 750, to A.D. 1500; I shall therefore content myself by laying before the reader a few of the more early references to the game found in our old chronicles and romances. The first I shall notice, refers to king Pepin himself, and I think it will bear me out in what I have just stated respecting the presents sent to him by Constantine. Sir Frederic Madden, in reference to the story of the two princes, says, p. 207:—"The above anecdote is rendered more credible by an incidental passage in the account of the translation of the body of St. Stremon, Bishop of Arverne, in the fourteenth[1] year of King Pepin, A.D. 764, to the monastery of Maussac, 'where,' says the anonymous writer, 'in token of his reverence for the blessed Martyr, the King bestowed many precious gifts, such as a set of chrystalline chess-men, various gems, and a large sum of gold.'"[2]

Now, when we consider the rude state of the arts in France during the reigns of Charles Martel and Pepin, we are strongly led to conclude that the "set of chrystalline chess-men" above mentioned, could not, at that period, have been manufactured in western Europe; and that they were, in fact, part of the gifts received from Constantinople.

Our next two anecdotes refer to the time of Charlemagne, Pepin's son and successor. Sir Frederic in p. 209, says:—"Admitting the above hypothesis to be correct, we shall cease to wonder at the perpetual references in the ancient French romances to the game of Chess

[1] It should have been the twelfth, not the fourteenth year of King Pepin.

[2] "Ubi pro reverentiâ beati Martyris, plurima reliquit [Pippinus Rex] insignia, scilicet *saccho* (l. *schachos*) crystillinos, et lapides pretiosos, et auri plurimum." *Acta Benedict. Sæc.* 3, pt. 2, p. 192.

in the time of Charlemagne. This is remarkably the case in the romance of Guerin de Montglave, which turns wholly upon a game of Chess, at which Charlemagne had lost his kingdom to Guerin. The short dialogue which preceded this game, on which so great a stake depended, as narrated by the hero of the story to his sons, is characteristic, and has been thus modernised by the Comte de Tressan. 'I bet,' said the Emperor to me, 'that you would not play your expectations against me on this chess-board, unless I were to propose some very high stake.' 'Done,' replied I; 'I will play them, provided only you bet against me your kingdom of France.' 'Very good, let us see,' cried Charlemagne, who fancied himself to be strong at Chess. We play forthwith—I win his kingdom—he falls a-laughing at it; but I swear by St. Martin, and all the Saints of Aquitain, that he must needs pay me by some sort of composition or other.' The Emperor, therefore, by way of equivalent, surrenders to Guerin all his right to the city of Montglave (Lyons), then in the hands of the Saracens, which is forthwith conquered by the hero, who afterwards marries Mabilette, the Soldan's daughter."

"In another romance, containing the history of *Les Quatre Filz Aymon*, we read that Duke Richard of Normandy was playing at Chess with Ivonnet, son of Regnaut (Rinaldo) when he was arrested by the officers of Regnaut, who said to him, (we quote from the old translation of Copeland, 1504), 'Aryse up, Duke Rycharde; for, in dispite of Charlemayne that loveth you so muche, ye shall be hanged now.' When Duke Rycharde saw that these sergeauntes had him thus by the arm, and helde in his hande a lady (*dame*) of ivery, where w^t^ he wolde have given a mate to Yonnet, he withdrewe his arme, and gave to one of the sergeauntes such a stroke with it into the forehead, that he made him tumble over and over at his feete; and than he tooke a rooke (*roc*) and smote another w^t^ all upon his head, that he all brost it to the brayne."

The concluding lines of this last anecdote strongly confirm what I have already stated respecting the meaning of the word "Rocho" in my note, p. 357. Let it be remembered that in those early times the Chess boards were very large, and the pieces extremely heavy. We have seen in our notice of the Caliph Al Mámún, p. 292, that his board was "two cubits by two," that is, close upon "three feet by three," and of course the pieces must have been of a proportionate size. They were sometimes made of crystal, or precious stones, ivory or even solid silver; hence there is nothing at all improbable in the circumstances above related.

Some sixty or seventy years later, we find that Chess had penetrated into Scandinavia. Twiss, in his second vol., p. 179, quoting from northern chroniclers, says:—"The Norwegian Chronicle tells us that

Drofen (surnamed the giant), foster-father of Harald (surnamed Hàrfagra),[1] having understood the great actions of his pupil, then King of Norway, sent him, among other presents (mentioned in that Chronicle), a very fine and rich Chess table." Here again we find everything consistent with the ordinary course of events. We have, therefore, no reason to doubt the simple fact, that Chess was known in Scandinavia a century after it appeared in France.

Passing onwards to the tenth century, we find the earliest allusion to Chess in England. The Saxons most likely received the game from their neighbours the Danes; though there is nothing improbable in their having gained their knowledge of it from France, between the middle of the ninth and tenth centuries. Sir Frederic Madden says:—"Nothing indeed is more probable than the introduction of the game of Chess into England by the Danes, and we cannot refer it to a more suitable period than the reign of Canute himself. The tradition of this game having been brought from the North certainly existed, and is mentioned by Gaimar, who wrote about the year 1150, when speaking of the mission of Edelwoth from King Edgar[2] to the castle of Earl Orgar, in Devonshire, to verify the reports of his daughter Elstrueth's beauty. When he arrived at the mansion:—

"Orgar juout à un *esches*,
Un giu k'il aprist des Daneis;
Od lui juout Elstruet la bele,
Suz ciel n'out donc tele damesele."
MS. Reg. 13 A. xxi. f. 133, c. 1.

"Orgar was playing at the Chess,
A game he had learnt of the Danes;
With him played the fair Elstrueth,
A fairer maiden was not under heaven."

Whether we may receive on Gaimar's authority the inference, that

[1] Harald Hàrfagra (*i.e.* of beautiful hair), about the year 880, established himself as the first King of all Norway, after bringing into subjection a number of the petty Kings of that country. Some ten years afterwards he added the Hebrides to the Norwegian crown; in whose possession they remained for the two following centuries. It is extremely probable, then, that the game of Chess was introduced into the western Isles of Scotland by the Norwegians about the same time that the Danes brought it into South Britain. This accounts for a discovery made some thirty years ago, in the parish of Uig, Isle of Lewis. A peasant, in digging a sand-bank, in the vicinity of an extensive ruin, found upwards of seventy Chess-men of different sizes, belonging to various sets, but none of them complete. Now it is most probable that the ruin alluded to was once the castle of a Norwegian chief, in whose festive halls these very Chess-men were moved by brave men, and fair women, nine centuries ago. See Sir Frederic Madden's dissertation—and the Chess-men themselves, now in the British Museum.

[2] Edgar reigned from A.D. 958 to A.D. 975.

Chess was introduced among the Saxons so early as the middle of the tenth century, seems dubious. Strutt,[1] indeed, Henry, and a few other writers, who thought it easier to make assertions than researches, state in round terms that the Saxons were well acquainted with the game. But the only passage they refer to is the one in the Ramsey Chronicle hereafter quoted, which does not sufficiently bear them out. Lye may, however, have contributed to their error, in translating "*Tæfl*, Ludus latrunculorum," "*Tæfel-stan*, Latrunculus," and "*Tæfl-mon*, Latro, sc. ad ludum latrunculorum, a *chess-man*."

I see no reason to doubt the fact that the Saxons were acquainted with Chess more than half a century before the time of King Canute, in consequence of their intercourse both with the Danes and the Franks. To be sure a vast deal of confusion and uncertainty results from the vague manner in which the old chroniclers employ the terms, "Ludus Latrunculorum," "Tabula," "Tæfl," "Tafl," &c., in all its forms of orthography. We have seen in the versified extract, p. 357, that "Tabula" certainly means "Chess," as is easily proved by the lucky occurrence of the word "Rocho" a few lines afterwards. In the above quartain by Gaimar there is no question whatever about the game being Chess; the only question is about the *truth* of the statement; which can be answered merely by the counter question, *Is it consistent with time, place, and circumstances?* If so we have no more reason to disbelieve it than we have to withhold our assent regarding any other plain fact mentioned in history.

I consider it most probable that Chess was introduced into England during the reign of Athelstane, between 925 and 940. We are told that, "Under[2] Athelstane, the English court was polished to a considerable degree, and became the chosen residence or asylum of several foreign princes. Harald [Harfagra] the King of Norway, entrusted his son Haco to the care and tuition of the enlightened Athelstane; and this son, by the aid of England, afterwards succeeded to the Norwegian throne, on which he distinguished himself as a legislator. Louis d'Outremer, the French king, took refuge in London before he secured the throne; and even the Celtic princes of Armorica or Brittany, when expelled their states by the Northmen or Normans, fled to the court of Athelstane in preference to all others. He bestowed his sisters in marriage[3] on the first [continental] sovereigns of those times, and altogether, he enjoyed a degree of respect, and exercised an influence on the general politics of Europe, that were not surpassed by any living sovereign."

[1] *Sports and Pastimes*, Pref. p. iv. He speaks more correctly at p. 232.

[2] Knight's *Pictorial History of England*, vol. i. p. 169.

[3] Otho, the son of Henry, Emperor of Germany, received the hand of one of these noble ladies, and another was married to Louis, Duke of Acquitaine.

Game played at the PHILIDORIAN, between Messrs. CAMPBELL and JANSSENS.

(*French Opening.*)

White. (Mr. CAMPBELL.)	*Black.* (Mr. JANSSENS.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. B. to Q. third	4. P. to Q. B. fourth
5. Q. P. takes P.	5. B. takes P.
6. Kt. to K. B. third	6. Kt. to K. B. third
7. Castles	7. Castles
8. Kt. to Q. B. third	8. B. to K. third
9. P. to K. R. third	9. P. to K. R. third
10. B. to K. B. fourth	10. Kt. to Q. B. third
11. Q. to Q. second	11. R. to Q. B. square (*a*)
12. B. takes P. (*b*)	12. P. takes B.
13. Q. takes P.	13. R. to K. square
14. Kt. to K. Kt. fifth	14. B. to K. B. square
15. B. to K. R. seventh (check)	15. K. to R. square
16. Q. to K. R. fourth	16. B. to K. Kt. second
17. K. R. to K. square	17. R. to K. second
18. Q. R. to Q. square	18. Q. to Q. third
19. P. to K. B. fourth	19. Q. R. to K. square
20. K. to R. second	20. Kt. to Q. square
21. R. to K. fifth	21. P. to Q. R. third
22. K. Kt. to K. fourth	22. Kt. takes Kt.
23. Kt. takes Kt.	23. Q. takes R.
24. P. takes Q.	24. B. takes P. (check)
25. R. to Kt. square	25. Kt. to Q. B. third
26. Kt. to K. B. sixth	26. B. takes Kt.
27. Q. takes B. (check)	27. K. takes B.
28. R. to Q. third	28. Kt. to K. fourth (*c*)
29. Q. takes Kt.	

And after a few moves, Black resigned.

Notes.

(*a*) "R. to K. square" instead, would have provided for the emergency of the evidently intended sacrifice.

(*b*) This appears to be perfectly sound.
(*c*) This move is as useless as "R. to K. Kt." will be found to be on examination.

One of the games lately played at the PHILIDORIAN, in which Mr. HARRWITZ bets his opponent three to one.

White. (Mr. HARRWITZ.)	*Black.* (Mr. HEALEY.)
1. P. to Q. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. B. to Q. Kt. fifth (check)
3. Kt. to Q. B. third	3. P. to Q. fourth
4. Q. to Q. R. fourth (check)	4. Kt. to Q. B. third
5. P. to K. third	5. B. to Q. second
6. Q. to Q. B. second	6. Kt. to K. B. third
7. Kt. to K. B. third	7. P. to K. R. third
8. B. to Q. third	8. P. takes P.
9. B. takes P.	9. Castles
10. Castles	10. Kt. to K. second
11. P. to Q. R. third	11. B. takes Kt.
12. P. takes B.	12. B. to Q. B. third
13. Kt. to K. fifth	13. B. to K. fifth
14. Q. to Q. Kt. third	14. R. to Q. Kt. square
15. P. to K. B. third	15. B. to Q. fourth
16. P. to K. fourth	16. B. takes B.
17. Q. takes B.	17. P. to Q. B. third
18. P. to Q. R. fourth	18. R. to K. square
19. B. to Q. R. third	19. Q. to Q. B. second
20. Q. to Q. third	20. Q. R. to Q. square
21. P. to K. B. fourth	21. Kt. to Q. second
22. R. to K. B. third	22. P. to Q. Kt. third
23. Q. R. to K. B. square	23. P. to Q. B. fourth
24. Q. to Q. B. fourth	24. Kt. to Q. B. third
25. Kt. takes K. Kt.	25. R. takes Kt.
26. P. takes P.	26. Kt. to Q. R. fourth
27. Q. to Q. Kt. fifth	27. P. takes P.
28. Q. takes P.	28. Q. takes Q.
29. B. takes Q.	29. Kt. to Q. Kt. sixth
30. B. to K. third	30. K. R. to Q. B. square
31. B. to Q. B. square	31. Q. R. to Q. B. second

32. B. to K. third	32. R. to Q. B. fifth
33. B. takes Q. R. P.	33. Kt. to Q. seventh
34. B. to Q. fourth	34. Kt. takes Q. R.
35. K. takes Kt.	35. R. takes Q. R. P.
36. R. to K. Kt. third	36. P. to K. B. third (*a*)
37. B. takes P.	37. R. takes K. P.
38. R. takes P. (check)	38. K. to B. square
39. P. to K. Kt. third	39. P. to K. fourth
40. R. to K. R. seventh	40. R. takes Q. B. P.
41. B. takes K. P.	41. R. to Q. B. seventh
42. R. takes R. P.	42. R. from K. fifth to K. seventh

And the game was given up as drawn.

Note.

(*a*) If "P. to K. Kt. third," White would have replied with "P. to K. B. fifth," and the game would probably have terminated in the same way.

Game played between Messrs. TOMLINSON and BRODERIP.

White. (Mr. BRODERIP.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. Kt. takes Kt.
5. Q. takes Kt.	5. P. to Q. third
6. K. B. to Q. B. fourth	6. Kt. to K. B. third
7. Castles	7. B. to K. second
8. Q. Kt. to Q. B. third	8. Castles
9. P. to K. B. fourth	9. Q. B. to K. third
10. K. B. to Q. third	10. P. to Q. B. fourth
11. Q. to K. third	11. Kt. to Kt. fifth
12. Q. to K. second	12. P. to Q. B. fifth
13. B. takes P.	13. B. takes B.
14. Q. takes B.	14. Q. checks
15. K. to R. square	15. Kt. to B. seventh (check)
16. R. takes Kt. (*a*)	16. Q. takes R.
17. Kt. to K. second	17. Q. to K. B. eighth (check)
18. Kt. interposes	18. Q. takes Q.

And wins.

(*a*) Had he moved K., then mate by a Philidor's legacy.

Tournament Game played at the PHILIDORIAN, between Messrs. HOOKHAM AND JANSSENS.

(Pawn and Move.)

(*Remove White's K. B. P.*)

Black. (Mr. HOOKHAM.)	*White.* (Mr. JANSSENS.)
1. P. to K. fourth	1. P. to Q. third
2. B. to K. B. fourth	2. K. Kt. to B. third
3. P. to Q. third	3. P. to K. fourth
4. B. to K. third	4. Q. Kt. to B. third
5. P. to Q. R. third	5. P. to Q. R. third
6. Q. Kt. to B. third	6. B. to K. second
7. Q. Kt. to K. second	7. B. to K. Kt. fifth
8. P. to Q. B. third	8. P. to Q. fourth
9. P. takes P.	9. Kt. takes P.
10. Q. to Kt. third	10. Kt. to R. fourth
11. Q. to R. fourth (check)	11. P. to Q. Kt. fourth
12. B. takes P. (check)	12. P. takes B.
13. Q. takes B.	13. Castles
14. Q. to K. sixth (check)	14. K. to R. square
15. Q. takes P.	15. B. to K. B. third
16. Q. to Kt. third	16. B. to R. fifth
17. Q. to R. third	17. Kt. takes B.
18. Kt. to K. B. third	18. R. takes Kt.
19. Q. takes R.	19. Kt. to B. seventh (check)
20. K. to B. square	20. Kt. takes R.
21. Q. to K. fourth	21. K. Kt. to Kt. sixth
22. K. to Kt. square	22. Q. to K. square
23. Q. to Kt. fourth	23. Q. to K. second
24. P. to Kt. third	24. R. to K. square
25. Kt. to B. fourth	25. B. to Kt. fourth
26. Kt. to Kt. second	26. Kt. to B. third
27. P. to K. R. fourth	27. Kt. to K. fourth
28. Q. to Q. square	28. Kt. to Q. seventh
29. P. takes B.	29. Kt. from K. fourth (check)

And wins.

GAMES PLAYED AT THE GRAND CHESS TOURNAMENT IN NEW YORK.

(From the book of the American Chess Congress, by D. Fiske.)

GAME I.

Between Mr. MORPHY and Mr. THOMPSON.

(Giuoco Piano.)

White. (Mr. THOMPSON.)	*Black.* (Mr. MORPHY.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. third	4. K. Kt. to B. third (*a*)
5. Q. Kt. to B. third	5. P. to K. R. third
6. Q. Kt. to K. second (*b*)	6. P. to Q. third
7. P. to Q. B. third	7. Castles
8. P. to K. R. third	8. K. to R. square
9. Q. Kt. to K. Kt. third	9. K. Kt. to R. second
10. Q. to Q. B. second (*c*)	10. P. to K. B. fourth
11. K. P. takes P.	11. P. to Q. fourth
12. K. B. to Kt. third	12. P. to K. fifth
13. Q. P. takes P.	13. Q. P. takes P.
14. K. Kt. to Kt. square	14. Q. Kt. to K. fourth
15. Q. B. to K. third	15. Q. Kt. to Q. sixth (check)
16. K. to K. second	16. K. B. takes Q. B.
17. B. P. takes B.	17. Q. to K. R. fifth
18. Q. Kt. takes K. P.	18. Q. takes Q. Kt.
19. Q. takes Q. Kt.	19. Q. takes Kt. P. (check)
20. K. to Q. square	20. Q. B. takes B. P.
21. Q. to K. second	21. Q. takes K. R.

And White resigns.(*d*)

Notes.

(*a*) This is, perhaps, a little better than the usual move of 4. "P. to Q. third."

(*b*) A manœuvre first introduced by Mr. Stanley.

(*c*) He played this with the idea of preventing Black's move of 10. "P. to K. B. fourth;" White probably overlooked the move of 11. "P. to Q. fourth."

(*d*) The time occupied in playing this game was one hour.

GAME II.

Between the same opponents.

(*Sicilian opening.*)

White. (Mr. THOMPSON.)	*Black.* (Mr. MORPHY.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. B. P. takes P.
4. K. Kt. takes P.	4. P. to K. third
5. Q. B. to K. third	5. K. B. to K. second
6. Q. Kt. to B. third	6. P. to K. R. third
7. K. B. to Q. third	7. P. to Q. fourth
8. K. B. to Q. Kt. fifth	8. Q. B. to Q. second (*a*)
9. K. P. takes P.	9. K. P. takes P.
10. Q. Kt. takes P.	10. K. Kt. to B. third
11. Q. Kt. takes K. Kt. (check)	11. K. B. takes Q. Kt.
12. P. to Q. B. third	12. Castles
13. Castles	13. Q. to Q. B. second
14. Q. to Q. R. fourth	14. K. R. to K. square
15. Q. R. to Q. square	15. K. R. to K. fifth
16. K. B. takes Kt.	16. Q. B. takes K. B.
17. Q. to Q. B. second	17. K. B. to K. fourth
18. P. to K. Kt. third	18. K. B. takes Kt.
19. B. P. takes B.	19. Q. to K. second
20. P. to Q. fifth	20. B. to Q. second
21. B. to Q. B. fifth	21. Q. R. to Q. B. square
22. B. takes Q.	22. Q. R. takes Q.
23. B. to Q. R. third	23. P. to Q. Kt. fourth
24. K. R. to K. square	24. P. to K. B. fourth
25. P. to K. B. third	25. K. R. takes K. R.
26. R. takes K. R.	26. R. to Q. seventh
27. P. to Q. sixth	27. P. to Q. R. fourth
28. B. to Q. B. fifth	28. P. to Q. Kt. fifth
29. R. to K. seventh	29. R. to Q. fourth
30. B. takes Kt. P.	30. R. P. takes B.
31. R. takes B.	31. K. to B. square
32. R. to Q. Kt. seventh	32. R. to Q. fifth
33. K. to B. second	33. R. takes Q. P.

34. R. takes Q. Kt. P.	34. R. to Q. seventh (check)
35. K. to K. third	35. R. takes K. R. P. (*b*)
36. P. to Q. R. fourth	36. R. to Q. B. seventh
37. P. to Q. R. fifth	37. R. to Q. B. fourth
38. R. to Q. R. fourth	38. K. to K. second
39. P. to Q. Kt. fourth	39. R. to Q. B. square
40. P. to Q. Kt. fifth	40. R. to Q. Kt. square
41. P. to Q. R. sixth	41. K. to Q. second
42. P. to Q. Kt. sixth	42. K. to B. third
43. P. to Q. Kt. seventh	43. K. to Kt. third
44. P. to Q. R. seventh (*c*)	44. R. to K. square (check)
45. K. to B. fourth	45. K. takes Kt. P.
46. P. to R. eighth (Q.)	46. R. takes Q.
47. R. takes R.	47. K. takes R.
48. K. takes B. P.	

And White wins. (*d*)

Notes.

(*a*) This loses a Pawn. The only way to avoid this loss was to play 8. "Q. to Q. third;" White would probably have played, in that case, 9. "P. to K. fifth," with the better game.
(*b*) White could well afford to gain time by the sacrifice of this Pawn.
(*c*) All this is sure to win in the end.
(*d*) The time occupied by this game was two hours and fifty minutes.

GAME III.

Between the same opponents.

(*Giuoco Piano.*)

White. (Mr. THOMPSON.)	*Black.* (Mr. MORPHY.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to Q. third (*a*)	5. P. to Q. third
6. P. to K. R. third	6. Q. B. to K. third
7. K. B. to Q. Kt. third (*b*)	7. P. to Q. fourth
8. K. P. takes P.	8. Q. B. takes Q. P. (*c*)
9. Castles	9. Castles

10. Q. B. to K. Kt. fifth	10. Q. B. takes K. B.
11. R. P. takes Q. B.	11. P. to K. R. third
12. B. to K. R. fourth	12. P. to K. Kt. fourth
13. B. to Kt. third	13. P. to K. fifth
14. K. Kt. to K. fifth	14. Q. Kt. takes K. Kt.
15. B. takes Q. Kt.	15. K. P. takes P.
16. B. takes Kt.	16. Q. takes B.
17. Q. takes Q. P.	17. Q. R. to Q. square
18. Q. to Q. B. second	18. K. R. to K. square
19. P. to Q. Kt. fourth	19. B. to Kt. third
20. Kt. to Q. R. third	20. Q. to K. B. fifth
21. Q. R. to Q. square	21. P. to Q. B. third
22. Q. R. to Q. third (*d*)	22. B. takes B. P. (check)
23. K. to R. square	23. Q. R. takes Q. R.
24. Q. takes Q. R.	24. R. to K. sixth
25. Q. to Q. eighth (check)	25. K. to Kt. second
26. Q. to Q. fourth (check)	26. Q. takes Q.
27. B. P. takes Q.	27. R. to K. seventh
28. Kt. to Q. B. fourth	28. R. to K. eighth
29. R. takes R.	29. B. takes R.
30. Kt. to Q. R. fifth	30. B. takes Kt. P.
31. Kt. takes Kt. P.	31. K. to B. third
32. Kt. to Q. eighth	32. P. to Q. B. fourth
33. Kt. to Q. B. sixth	33. K. to K. third
34. P. takes P.	34. P. takes P.
35. P. to K. Kt. fourth	35. K. to Q. fourth
36. Kt. to Q. eighth	36. P. to K. B. third
37. K. to Kt. second	37. P. to Q. R. fourth
38. K. to B. third	38. P. to Q. R. fifth
39. K. to K. second	39. B. to Q. fifth
40. K. to Q. third	40. B. takes Kt. P.
41. Kt. to K. B. seventh	41. B. to K. fourth
42. K. to Q. B. second (*e*)	42. K. to Q. B. fifth
43. Kt. to Q. eighth	43. P. to Q. R. sixth
44. Kt. to Q. Kt. seventh	44. P. to Q. R. seventh
45. Kt. to Q. R. fifth (check)	45. K. to Q. Kt. fifth
46. Kt. to Q. Kt. third	46. K. to Q. R. sixth

And Mr. MORPHY wins in the first section.(*f*)

Notes.

(*a*) Lewis is undecided whether this or 5. "P. to Q. fourth," be the better move; the *Handbuch* says that the centre Pawns obtained by 5. "P. to Q. fourth" cannot be maintained.

(*b*) This seems to lose time; he ought rather to have exchanged Bishops.

(*c*) 8. "K. Kt. takes Q. P.," would have been equally good.

(*d*) This is not a good move; Black, however, has already the better game let White play as he may.

(*e*) It is evident that he cannot capture the King's Rook's Pawn.

(*f*) Time, two hours and a half.

GAME IV.

Between Mr. LICHTENHEIN and Mr. STANLEY.

(*French Opening.*)

White. (Mr. STANLEY.)	*Black.* (Mr. LICHTENHEIN.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. K. P. takes P.	3. K. P. takes P.
4. K. Kt. to B. third	4. K. Kt. to B. third
5. K. B. to K. second (*a*)	5. K. B. to Q. third
6. Castles	6. P. to K. R. third
7. K. Kt. to K. fifth	7. Castles
8. P. to K. B. fourth	8. P. to Q. B. fourth
9. P. to Q. B. third	9. Q. Kt. to B. third
10. Q. B. to K. third	10. Q. to Q. Kt. third
11. K. Kt. takes Q. Kt.	11. Kt. P. takes K. Kt.
12. Q. P. takes P.	12. K. B. takes B. P.
13. Q. B. takes K. B.	13. Q. takes Q. B. (check)
14. Q. to Q. fourth	14. Q. takes Q. (check)
15. B. P. takes Q.	15. Q. R. to Kt. square
16. P. to Q. Kt. third	16. Kt. to K. fifth
17. Kt. to R. third	17. P. to K. B. fourth
18. Q. R. to Q. B. square	18. B. to Q. second
19. K. R. to Q. square	19. K. R. to K. square
20. K. R. to K. square	20. K. R. to K. third
21. B. to Q. third	21. Q. R. to K. square
22. P. to Q. Kt. fourth	22. Q. R. to Q. Kt. square
23. Kt. to B. second	23. P. to K. Kt. third
24. P. to Q. R. third	24. Q. R. to Kt. third
25. Kt. to K. third	25. P. to Q. R. third

26. Kt. to Q. B. second	26. K. R. to K. square
27. Kt. to R. square	27. K. R. to Q. R. square
28. Kt. to Kt. third	28. K. to B. second
29. Q. R. to Q. B. second	29. K. R. to K. square
30. Q. R. to K. second	30. K. R. to K. third
31. Kt. to B. fifth	31. Kt. takes Kt.
32. Q. P. takes Kt.	32. K. R. takes Q. R.
33. K. R. takes K. R.	33. R. to Kt. second
34. R. to Kt. second	34. P. to Q. R. fourth
35. R. to Kt. square	35. R. P. takes P.
36. R. P. takes P.	36. K. to K. second
37. K. to B. second	37. R. to Q. Kt. square
38. K. to K. third	38. K. to K. B. third
39. K. to Q. fourth	39. B. to K. square
40. K. to Q. B. third	40. R. to Q. R. square
41. K. to Q. Kt. third	41. B. to K. B. second
42. K. to B. third	42. R. to Q. Kt. square
43. R. to Q. R. square	43. P. to Q. fifth (check)
44. K. takes Q. P.	44. R. takes Kt. P. (check)
45. K. to K. third	45. B. to Q. fourth
46. R. to Q. B. square	46. R. to Q. Kt. seventh
47. B. to K. second	47. P. to K. Kt. fourth
48. B. P. takes P.	48. R. P. takes P.
49. P. to Kt. third	49. K. to K. fourth
50. P. to R. fourth	50. P. to B. fifth (check)

And Mr. LICHTENHEIN wins in the First Section.(*b*)

Notes.

(*a*) The proper play is 5. "K. B. to Q. third."
(*b*) Time, six hours and a quarter.

GAME V.

Between Mr. PAULSEN and Mr. MONTGOMERY.

(*Centre Counter Gambit.*)

White. (Mr. PAULSEN.)	*Black.* (Mr. MONTGOMERY.)
1. P. to K. fourth	1. P. to Q. fourth
2. K. P. takes P.	2. K. Kt. to B. third
3. P. to Q. fourth (*a*) . . .	3. Q. takes P.

4. K. Kt. to B. third	4. P. to K. third
5. P. to Q. B. fourth	5. Q. to Q. square
6. Q. Kt. to B. third	6. P. to Q. B. third
7. K. B. to Q. third	7. Q. Kt. to R. third
8. P. to Q. R. third	8. K. B. to K. second
9. Castles	9. Q. to Q. B. second
10. P. to Q. Kt. fourth	10. P. to Q. Kt. third
11. Q. B. to Q. Kt. second	11. Q. Kt. to Kt. square (*b*)
12. Q. R. to Q. B. square	12. P. to Q. R. fourth
13. P. to Q. Kt. fifth	13. Castles
14. K. R. to K. square	14. Q. B. to Kt. second
15. Kt. P. takes P.	15. Q. B. takes P.
16. P. to Q. fifth	16. Q. B. to Q. second
17. Q. Kt. to K. fourth	17. K. Kt. takes Q. Kt.
18. K. B. takes K. Kt.	18. Q. R. to R. second
19. Kt. to K. fifth	19. K. B. to B. third
20. Q. to K. R. fifth	20. P. to K. Kt. third
21. Q. to K. R. sixth	21. Q. B. to B. square
22. K. B. to Q. Kt. square	22. Q. to Q. square
23. Q. R. to Q. square	23. K. B. to Kt. fourth
24. Kt. to Kt. fourth	24. P. to K. B. third (*c*)
25. Q. takes B.	25. P. to K. fourth
26. Kt. takes B. P. (check)	26. K. R. takes Kt.
27. B. takes K. P.	27. Q. Kt. to Q. second
28. Q. B. takes K. R.	28. Kt. takes Q. B.
29. P. to K. R. fourth	29. Q. to K. B. square
30. P. to Q. sixth	30. P. to K. R. third
31. Q. to Q. Kt. fifth	

And Mr. PAULSEN wins in the Second Section. (*d*)

Notes.

(*a*) This can hardly be considered an improvement upon the usual move of 3. "K. B. to Q. Kt. fifth (check)" followed, after Black has played 3. "Q. B. to Q. second," by 4. "K. B. to Q. B. fourth."

(*b*) Black has certainly lost valuable time by some of his later moves.

(*c*) No reader need be told that if Black take the Queen he is mated at once. But would not 24. "P. to K. B. fourth" have relieved his game somewhat.

(*d*) Time, six hours and a half. The second player being obliged to return to Philadelphia, was compelled to resign the match upon the conclusion of this game. We learn from him that this game should properly be considered a

drawn contest, such being the agreement between the two combatants when hostilities were suspended on the evening of October 14th, just after the twenty-first move. But not leaving the city the next morning at the hour he anticipated, he consented to play the game out in a hasty and experimental manner.

GAME VI.

Between Mr. RAPHAEL and Mr. MARACHE.

(Sicilian Opening.)

White. (Mr. RAPHAEL.)	*Black.* (Mr. MARACHE.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to Q. fourth	2. B. P. takes P.
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. K. Kt. takes Q. P.	4. P. to K. fourth
5. K. Kt. to B. third	5. K. Kt. to B. third
6. Q. B. to K. Kt. fifth (*a*)	6. K. B. to K. second
7. Q. B. takes K. Kt.	7. K. B. takes Q. B.
8. B. to Q. B. fourth	8. Castles
9. Castles	9. Q. to Q. Kt. third
10. P. to Q. Kt. third	10. Kt. to K. second
11. Q. Kt. to B. third	11. P. to Q. third
12. P. to K. R. third	12. Q. B. to K. third
13. B. takes Q. B.	13. B. P. takes B.
14. Q. Kt. to K. second	14. P. to Q. fourth
15. Q. Kt. to Kt. third	15. Q. R. to Q. square
16. Q. to K. second	16. P. to Q. fifth
17. Q. Kt. to K. R. fifth	17. Kt. to Kt. third
18. Q. R. to Q. square	18. B. to K. second
19. Q. R. to Q. third	19. Q. to B. second
20. K. R. to Q. B. square	20. B. to Q. R. sixth
21. K. R. to Q. square	21. B. to Kt. fifth
22. K. Kt. to Kt. fifth	22. Q. to K. second
23. Q. to K. Kt. fourth	23. Q. R. to Q. third
24. Q. R. to K. Kt. third	24. K. R. to B. fifth (*b*)
25. Q. Kt. takes K. R.	25. K. P. takes Q. Kt.
26. Q. R. to Q. third	26. Kt. to K. fourth
27. Q. takes B. P.	27. Kt. takes Q. R.
28. B. P. takes Kt.	28. P. to K. R. third
29. Kt. to B. third	29. Q. to B. third (*c*)

30. Q. takes Q.	30. Kt. P. takes Q.
31. P. to K. fifth	31. B. P. takes P.
32. Kt. takes K. P.	32. K. to Kt. second
33. P. to K. B. fourth	33. P. to Q. Kt. fourth
34. R. to Q. B. square	34. B. to B. sixth
35. R. to Q. B. second	35. P. to K. R. fourth
36. K. to B. second	36. R. to Q. square
37. K. to B. third	37. K. to B. third
38. K. to K. fourth	38. P. to Q. R. fourth
39. P. to K. Kt. fourth	39. R. P. takes P.
40. R. P. takes P.	40. R. to K. R. square
41. P. to Kt. fifth (check)	41. K. to Kt. second
42. Kt. to Q. B. sixth	42. R. to K. R. fifth
43. R. to K. B. second (*d*)	43. P. to Q. R. fifth
44. Kt. takes Q. P.	44. B. to K. eighth
45. Kt. takes K. P. (check)	45. K. to B. second
46. R. to B. square	

And White wins. (*e*)

Notes.

(*a*) This is not so strong as the usual method on the part of White of 6. "K B. to Q. B. fourth," and 7. "Castles."

(*b*) This only gives up the exchange for the moment, but the move, nevertheless was not correct, Black losing a Pawn by the combination.

(*c*) Unwise, considering that Black's position is certainly no better than White's, while his forces are a Pawn less. Nor can he derive any advantage from uniting his Pawns in the centre, since his opponent's thirty-first move forces him to exchange one of them.

(*d*) In order to be able to capture the Queen's Pawn with Knight.

(*e*) Time, three hours and a half.

GAME VI.

Between Mr. MORPHY and Mr. PAULSEN. (*a*)

(*Sicilian Opening.*)

White. (Mr. MORPHY.)	*Black.* (Mr. PAULSEN.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. P. to K. third
3. P. to Q. fourth	3. B. P. takes P.
4. K. Kt. takes P.	4. K. B. to Q. B. fourth
5. Q. B. to K. third	5. Q. to Q. Kt. third

6. K. Kt. to Q. Kt. fifth	6. K. Kt. to B. third (*b*)
7. Q. B. takes K. B.	7. Q. takes Q. B.
8. K. Kt. to Q. sixth (check)	8. K. to K. second
9. K. Kt. takes B. (check)	9. K. R. takes K. Kt.
10. K. B. to Q. third	10. Q. Kt. to B. third
11. Castles	11. P. to K. R. fourth
12. Kt. to Q. second	12. P. to K. R. fifth
13. P. to K. R. third	13. P. to K. Kt. fourth (*c*)
14. P. to Q. R. third	14. K. R. to Kt. square
15. P. to Q. Kt. fourth	15. Q. to Kt. third
16. Kt. to Q. B. fourth	16. Q. to B. second
17. P. to K. B. third (*d*)	17. Q. Kt. to K. fourth
18. Kt. takes Q. Kt.	18. Q. takes Kt.
19. Q. to Q. second	19. K. R. to Kt. second (*e*)
20. Q. R. to Q. square	20 Q. R. to Q. square
21. Q. to K. B. second	21. P. to Q. Kt. third
22. P. to K. B. fourth	22. Kt. P. takes P.
23. Q. takes B. P.	23. Q. to K. Kt. fourth
24. K. R. to B. second	24. Q. takes Q.
25. K. R. takes Q.	25. Q. R. to K. Kt. square
26. Q. R. to Q. second (*f*)	26. Q. R. to K. R. square
27. P. to K. fifth	27. Kt. to Q. fourth
28. K. R. to Q. fourth	28. P. to K. B. third (*g*)
29. K. P. takes P. (check)	29. Kt. takes B. P.
30. K. R. to Q. B. fourth (*h*)	30. K. to Q. square
31. P. to Q. R. fourth	31. Kt. to Q. fourth
32. B. to K. fourth	32. Kt. to Q. B. second
33. B. to B. third	33. P. to Q. fourth
34. K. R. to B. sixth	34. K. R. to Q. second
35. B. to Kt. fourth	35. Q. R. to K. R. third
36. Q. R. to K. second	36. K. to K. second
37. K. to R. second (*i*)	37. K. to B. second
38. P. to Kt. third	38. R. P. takes P. (check)
39. K. takes P.	39. R. to K. second
40. P. to K. R. fourth	40. Kt. to K. square
41. P. to K. R. fifth	41. K. Kt. to B. third
42. K. R. takes P.	42. K. R. takes K. R.
43. B. takes K. R. (check)	43. K. to Kt. second (*k*)

44. B. to Kt. fourth	44. Kt. takes R. P. (check)
45. B. takes Kt.	45. R. takes B.
46. R. to K. seventh (check)	46. K. to B. third
47. R. takes R. P.	47. K. to K. fourth
48. R. to R. sixth	48. R. to Kt. fourth (check)
49. K. to B. third	49. R. to B. fourth (check)
50. K. to K. second	50. P. to Kt. fourth (*l*)
51. R. P. takes P.	51. R. to B. fifth
52. P. to B. third	52. P. to Q. fifth
53. P. to B. fourth (*m*)	53. R. to R. fifth
54. P. to B. fifth	54. R. to R. seventh (check)
55. K. to Q. third	55. R. to R. sixth (check)
56. K. to B. second	56. R. to R. seventh (check)
57. K. to Kt. third	57. R. to R. sixth (check)
58. K. to R. fourth	58. K. to Q. fourth
59. R. to Q. sixth (check)	59. K. to B. fifth
60. P. to B. sixth	60. R. to R. eighth (*n*)
61. R. takes P. (check)	61. K. takes R.
62. P. to B. seventh	62. R. to K. R. square
63. P. to Kt. sixth	63. K. to B. fifth
64. P. to Kt. seventh	

And Black resigns. (*o*)

Notes.

(*a*) Upon annotating the parties in this Section, it was found that the fourth encounter—a drawn game—between these players was not among the papers of the Congress. It was not considered advisable, however, to delay the printer until a copy could be obtained from Mr. Morphy. It is also very doubtful whether the present game was actually played in the tournament. It was found however, among the documents of the Congress, but simply endorsed "Game between Morphy and Paulsen."

(*b*) If he had played 6. "K. B. takes Q. B.," White would have obtained a good game by 7. "K. Kt. to Q. sixth (check)."

(*c*) Black's proper course undoubtedly is to commence an attack on the Castled King.

(*d*) Necessary, in order to prevent the further advance of the adverse King's Knight's Pawn.

(*e*) We should have preferred 19. "Kt. to R. fourth."

(*f*) Much better than 26. "K. R. to B. second," since this forces him to defend disadvantageously his King's Rook's Pawn.

(*g*) His best move.

(*h*) If 30. "B. to Q. Kt. fifth," Black would simply advance 30. "P. to Q. fourth."

(*i*) Black's centre Pawns are so strongly guarded, that it was not possible with the forces now in action to make any impression upon his position. It was necessary, therefore, to make the King and King's Rook's Pawn operative.

(*k*) He would have avoided the loss of a Pawn by playing his King to Bishop's square.

(*l*) This Pawn cannot be rescued; if

	50. R to B. third
51. P. to R. fifth	51. P. takes P.
52. R. takes R.	52. K. takes R.
53. P. takes P.	

and wins easily.

(*m*) Much better, of course, than taking the Pawn.

(*n*) The advance of the Pawn would amount to nothing.

(*o*) Time, ten hours.

Game between Herr HARRWITZ and an AMATEUR.

(*Herr* HARRWITZ *giving him Queen's Rook.*)

White. (Herr HARRWITZ.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. to K. fifth	3. P. to Q. B. fourth
4. P. to Q. B. third	4. P. takes P.
5. P. takes P.	5. B. to Q. Kt. fifth (check)
6. Kt. to Q. B. third	6. B. takes Kt.
7. P. takes B.	7. Kt. to Q. second
8. P. to K. B. fourth	8. Kt. to K. second
9. Kt. to K. B. third	9. P. to K. R. third
10. B. to Q. third	10. P. to Q. R. third
11. P. to Q. R. fourth	11. Kt. to Q. Kt. third
12. Castles	12. B. to Q. second
13. B. to Q. B. second	13. R. to Q. B. square
14. B. to Q. Kt. second	14. Kt. to K. B. fourth
15. Q. to Q. third	15. B. takes P.
16. B. takes B.	16. Kt. takes B.
17. B. to R. square	17. Castles
18. P. to K. Kt. fourth	18. Kt. to K. R. fifth
19. P. to K. B. fifth	19. P. takes P.
20. P. takes P.	20. Kt. takes Kt. (check)
21. Q. takes Kt.	21. Kt. to Q. Kt. third
22. P. to B. sixth	22. P. to K. Kt. third

23. B. to Kt. second	23. Kt. to R. fifth
24. Q. to K. R. third	24. K. to R. second
25. B. to Q. B. square	25. P. to K. R. fourth
26. Q. to K. third	26. P. to K. Kt. fourth
27. Q. to Q. third (check)	27. K. to R. third
28. B. takes P. (check)	28. K. takes B.
29. Q. to K. Kt. third (check)	

And mates next move.

Games between Herr FALKBEER and an AMATEUR.

(Herr FALKBEER *gives Q. Kt. to an* AMATEUR *in the three following games.*)

GAME I.

(*Evans's Gambit.*)

White. (Herr FALKBEER.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to B. third	2. Q. Kt. to B. third
3. B. to B. fourth	3. B. to B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to B. third	5. B. to B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Kt. third
9. P. to Q. fifth	9. Kt. to R. fourth
10. B. to Q. third	10. Kt. to K. second
11. B. to Kt. second	11. Castles
12. Q. to Q. second	12. Kt. to Kt. third
13. K. to R. square	13. P. to K. R. third
14. Q. to B. third	14. P. to K. B. third
15. Kt. to Q. second	15. Kt. to K. fourth
16. B. to B. second	16. K. to R. square
17. P. to B. fourth	17. Kt. to B. second
18. R. to B. third	18. P. to Q. B. third
19. R. to Kt. third	19. P. takes P.
20. P. takes P.	20. Q. to B. second
21. Q. takes P.	

And Black resigns.

GAME II.

Between the same opponents.

(*Petroff's Defence.*)

White. (Herr FALKBEER.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to B. third	2. K. Kt. to B. third
3. Kt. takes P.	3. P. to Q. third
4. Kt. to B. third	4. Kt. takes P.
5. B. to B. fourth	5. B. to K. second
6. P. to Q. B. third	6. P. to Q. fourth
7. B. to Kt. third	7. Castles
8. P. to Q. fourth	8. P. to Q. B. fourth
9. B. to K. third	9. Q. Kt. to B. third
10. B. to B. second	10. P. takes P.
11. Kt. takes P.	11. Q. to B. second
12. Q. to K. second	12. P. to Q. R. third
13. Castles (Q. R.)	13. R. to Kt. square
14. P. to K. B. third	14. Kt. to B. third
15. P. to K. Kt. fourth	15. K. to R. square
16. P. to K. R. fourth	16. P. to Q. Kt. fourth
17. P. to R. fifth	17. Kt. to Kt. square
18. P. to Kt. fifth	18. P. to B. fourth
19. P. to R. sixth	19. P. to Kt. third
20. Kt. takes Kt.	20. Q. takes Kt.
21. B. to Q. fourth (check)	21. B. to B. third
22. P. takes B.	22. Kt. takes P.
23. Q. to K. seventh	23. R. to B. second
24. Q. to Q. eighth (check)	

And Black resigns.

GAME III.

Between the same opponents.

(*K. Kt.'s Defence in K. B.'s Opening.*)

White. (Herr FALKBEER.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to B. fourth	2. K. Kt. to B. third

3. P. to Q. third	3. P. to K. R. third
4. P. to K. B. fourth	4. B. to B. fourth
5. Kt. to B. third	5. P. takes P.
6. Q. B. takes P.	6. P. to Q. fourth
7. P. takes P.	7. Kt. takes P.
8. B. to Q. second	8. B. to K. third
9. P. to Q. fourth	9. B. to Q. third
10. P. to Q. B. third	10. P. to Q. B. third
11. Castles	11. Q. to B. second
12. Q. to K. second	12. Castles
13. B. to Q. third	13. B. to K. Kt. fifth
14. Q. to K. fourth	14. P. to K. B. fourth
15. Q. to K. sixth (check)	15. K. to R. square
16. Kt. to R. fourth	16. B. takes P. (check)
17. K. to R. square	17. B. to R. fourth
18. Q. B. takes P.	18. B. to K. B. second
19. Kt. to Kt. sixth (check)	19. B. takes Kt.
20. Q. takes B.	20. R. to B. third
21. Q. to K. eighth (check)	21. K. to R. second
22. R. takes P.	22. R. takes R.
23. B. takes R. (check)	23. P. to Kt. third
24. Q. takes P. (check)	

And Black resigns.

GAMES PLAYED WITHOUT THE CHESSBOARD.

Between Mr. PAULSEN and Mr. HEILBUTH.

(*Scotch Gambit.*)

White. (Mr. PAULSEN.)	*Black.* (Mr. HEILBUTH.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. to Q. fourth
4. K. Kt. takes K. P.	4. Q. Kt. takes K. Kt.
5. Q. P. takes Q. Kt.	5. P. to Q. fifth
6. K. B. to Q. B. fourth	6. Q. B. to K. third
7. K. B. takes Q. B.	7. B. P. takes K. B.
8. Castles	8. Q. to Q. second

9. P. to K. B. fourth	9. P. to K. Kt. third
10. P. to K. B. fifth	10. Castles
11. B. to K. Kt. fifth	11. K. P. takes P.
12. B. takes K. R.	12. K. takes B.
13. K. P. takes P.	13. Kt. P. takes P.
14. P. to K. sixth	14. Q. to Q. third
15. Kt. to R. third	15. B. to Kt. second
16. Q. to K. B. third	16. P. to Q. B. third
17. P. to Q. B. third	17. Kt. to K. second
18. Kt. to B. second	18. K. to B. second
19. Kt. takes P.	19. B. takes Kt. (check)
20. B. P. takes B.	20. Q. takes K. P.
21. Q. to B. fourth (check)	21. Q. to Q. third
22. Q. R. to K. square	22. Q. takes Q.
23. K. R. takes Q.	23. K. to Q. third
24. K. R. to B. third	24. R. to K. B. square
25. K. R. to Kt. third	25. R. to B. second
26. P. to Q. R. fourth	26. P. to Q. Kt. third
27. P. to Q. Kt. fourth	27. K. to Q. fourth
28. K. R. to K. third	28. Kt. to K. Kt. third
29. K. R. to Q. B. third	29. P. to K. B. fifth
30. Q. R. to Q. square	30. Kt. to R. fifth
31. Q. R. to K. B. square	31. Kt. to Kt. third
32. P. to K. Kt. third	32. R. to Kt. second
33. K. to R. square	33. B. P. takes P.
34. R. P. takes P.	34. Kt. to K. second
35. Q. R. to B. fourth	35. P. to K. R. fourth
36. Q. R. to R. fourth	36. Kt. to K. B. fourth
37. Q. R. takes P.	37. K. takes Q. P.
38. Q. R. takes Kt.	38. K. takes K. R.
39. P. to Q. Kt. fifth	39. B. P. takes P.
40. R. P. takes P.	40. R. takes Kt. P.
41. R. to K. B. seventh	41. K. to Kt. fifth
42. R. takes R. P.	42. K. takes P.
43. K. to R. second	43. R. to Kt. second (!)

And White wins.

Between Mr. PAULSEN and Mr. HAWES.

(*Sicilian Opening.*)

White. (Mr. PAULSEN.)	*Black.* (Mr. HAWES.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. P. to K. third
3. P. to Q. fourth	3. B. P. takes P.
4. K. Kt. takes P.	4. K. B. to Q. B. fourth
5. Q. B. to K. third	5. Q. to Kt. third
6. P. to Q. Kt. third	6. K. Kt. to K. second
7. P. to Q. B. third	7. Q. Kt. to B. third
8. K. B. to K. second	8. Castles
9. Castles	9. P. to Q. fourth
10. K. P. takes P.	10. K. Kt. takes P.
11. Q. to Q. second	11. K. Kt. takes Q. B.
12. B. P. takes K. Kt.	12. P. to K. fourth
13. K. Kt. to Q. B. second	13. P. to Q. R. fourth
14. Q. Kt. to R. third	14. B. to K. third
15. Q. Kt. to B. fourth	15. Q. to R. second
16. Q. R. to K. square	16. Q. R. to Q. square
17. Q. to Q. B. square	17. P. to K. B. third
18. K. to R. square	18. Kt. to K. second
19. P. to Q. Kt. fourth	19. R. P. takes P.
20. B. P. takes P.	20. K. B. to Q. third
21. Kt. takes B.	21. Q. R. takes Kt.
22. P. to Q. R. third	22. Kt. to K. B. fourth
23. B. to K. B. third	23. K. R. to Q. B. square
24. Q. to Q. Kt. second	24. Q. R. to Q. seventh
25. Q. R. to K. second	25. Q. R. takes Kt.
26. Q. R. takes Q. R.	26. Kt. takes P.
27. R. takes R. (check)	27. B. takes R.
28. Q. to Q. Kt. third (check)	28. K. to K. R. square
29. R. to Q. B. square	29. Q. to Q. Kt. square
30. Q. takes Kt.	30. B. to K. third
31. Q. to Q. Kt. sixth	

And Black resigns.

Between Mr. PAULSEN and Mr. DODGE.

(Centre Counter Gambit in the King's Knight's Opening.)

White. (Mr. DODGE.)	*Black.* (Mr. PAULSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. fourth
3. P. to Q. third	3. Q. P. takes P.
4. K. Kt. to Kt. fifth	4. K. P. takes P.
5. K. B. takes P.	5. P. to K. R. third
6. K. Kt. to K. fourth	6. K. Kt. to B. third
7. Q. Kt. to B. third	7. K. B. to Q. third
8. Castles	8. Castles
9. P. to K. R. third	9. Q. B. to K. third
10. Q. B. to K. third	10. Q. Kt. to B. third
11. K. Kt. to Kt. third	11. Q. Kt. to K. second
12. Q. to Q. second	12. P. to K. fifth
13. Q. Kt. takes P.	13. Kt. takes Kt.
14. Kt. takes Kt.	14. P. to K. B. fourth
15. Kt. takes B.	15. Q. takes Kt.
16. Q. R. to K. square	16. Kt. to Q. fourth
17. Q. B. to B. fifth	17. Q. takes B.
18. Q. R. takes B.	18. Kt. to Kt. fifth
19. Q. to K. third	19. Q. takes Q.
20. P. takes Q.	20. Kt. takes B.
21. P. takes Kt.	21. R. to K. B. second
22. K. R. to Q. square	22. Q. R. to Q. square
23. K. R. to Q. second	23. P. to K. B. fifth
24. K. to K. B. second	24. P. takes P. (check)
25. K. takes P.	25. K. R. to Q. second
26. R. to K. fourth	26. P. to Q. Kt. third
27. P. to Q. Kt. fourth	27. K. R. to Q. third
28. Q. R. to Q. B. fourth	28. Q. R. to Q. second
29. P. to Q. Kt. fifth	29. K. R. to K. third (check)
30. Q. R. to K. fourth	30. R. takes R. (check)
31. P. takes R.	31. R. to K. second
32. R. to Q. eighth (check)	32. K. to K. B. second
33. K. to Q. fourth	33. K. to K. B. third
34. P. to K. R. fourth	34. P. to K. Kt. fourth

35. P. to K. R. fifth	35. R. to K. Kt. second
36. P. to K. Kt. fourth	36. R. to R. second
37. P. to Q. R. fourth	37. K. to K. third

And the game was drawn.

Between Mr. PAULSEN and Mr. OSCANYAN.

(*Scotch Gambit.*)

White. (Mr. PAULSEN.)	*Black.* (Mr. OSCANYAN.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. to Q. third
4. Q. P. takes P.	4. Q. P. takes P.
5. Q. takes Q. (check)	5. K. takes Q.
6. K. B. to Q. B. fourth	6. P. to K. B. third
7. Q. B. to K. third	7. K. B. to Q. third
8. Q. Kt. to B. third	8. Q. B. to Q. second
9. Castles (Q. R.)	9. K. Kt. to K. second
10. Q. R. to Q. second	10. K. Kt. to Q. B. square
11. K. R. to Q. square	11. Q. Kt. to K. second
12. K. Kt. to K. square	12. P. to Q. R. third
13. P. to K. B. fourth	13. P. to Q. Kt. third
14. P. takes P.	14. P. takes P.
15. K. Kt. to B. third	15. Q. Kt. to Kt. third
16. P. to K. R. fourth	16. Q. B. to K. Kt. fifth
17. K. B. to Q. fifth	17. Q. R. to R. second
18. K. B. to Q. B. sixth	18. B. takes Kt.
19. Kt. P. takes B.	19. P. to K. R. third
20. Kt. to Q. fifth	20. Q. Kt. to K. second
21. Kt. takes Kt.	21. K. takes Kt.
22. Q. R. to K. Kt. second	22. K. to K. B. third
23. K. R. to K. Kt. square	23. B. to K. B. square
24. Q. R. to Kt. sixth (check)	24. K. to K. second
25. K. R. to Q. square	25. K. to B. second
26. P. to K. R. fifth	26. B. to Q. third
27. B. to Q. fifth (check)	27. K. to K. B. square
28. K. R. to K. Kt. square	28. P. to Q. B. third
29. B. to K. sixth	29. Kt. to K. second

30. R. takes K. Kt. P.	30. P. to Q. B. fourth
31. R. to K. B. seventh (check)	31. K. to K. square
32. R. to K. B. sixth	32. K. to Q. square
33. R. takes K. R. P.	33. R. to K. square
34. B. to K. B. seventh	34. Kt. to K. B. fourth
35. P. takes Kt.	35. R. takes B.
36. R. takes B. (check)	36. K. to Q. B. second
37. R. to K. sixth	37. R. takes R.
38. P. takes R.	

And White wins.

SOLUTIONS TO PROBLEMS.

No. 45. *Page* 383.

White.	*Black.*
Q. to K. R. square	Anything
Q. mates	

No. 46. *Page* 383.

White.	*Black.*
Q. to K. Kt. sixth	P. takes Q. (check), or B. to K. Kt. fifth (check)
King discovers mate	
	(*a*)
	B. to K. B. fourth
Knight mates	
	(*b*)
	Q. takes Kt.; or, P. takes B.; or Rook moves
Queen mates	

No. 47. *Page* 384.

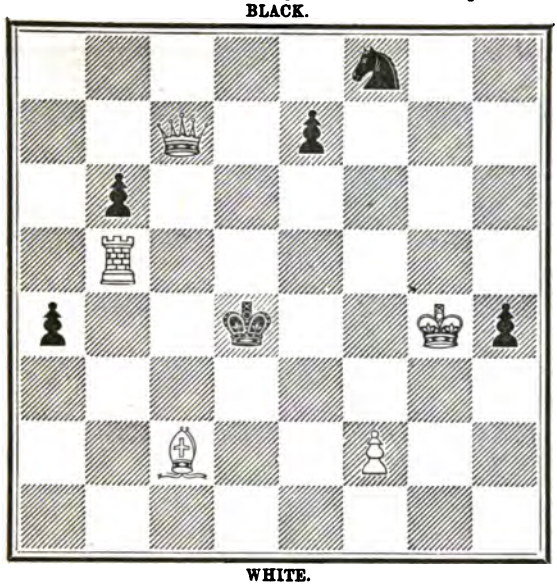
White.	*Black.*
R. to K. Kt. third (check)	K. takes P. (best)
B. to Q. Kt. square	Anything
Kt. mates	

No. 48. *Page* 384.

White.	*Black.*
Q. to K. B. seventh	R. takes Q. (best)
Kt. to Q. Kt. sixth	P. to Q. sixth, or anything
Kt. from B. sixth to Q. fifth (check)	R. takes Kt.
Kt. mates	

No. 49. Problem by F. HEALEY, Esq.

BLACK.



WHITE.

White to play and mate in two moves.

No. 50. Problem by I. O. HOWARD TAYLOR, Esq., Norwich.

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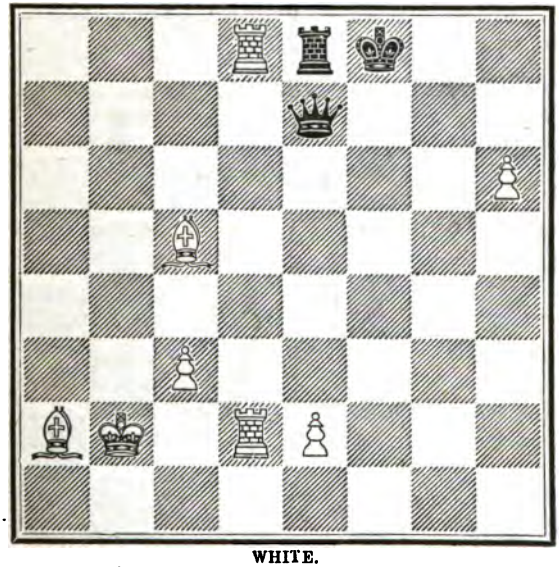

WHITE.

White to play, and mate in three moves.

No. 51. Problem, modified so as to suit our Board; from the *Persian MS.*, No. 16,856, fol. 42*b*. Brit. Mus., by Dr. FORBES.

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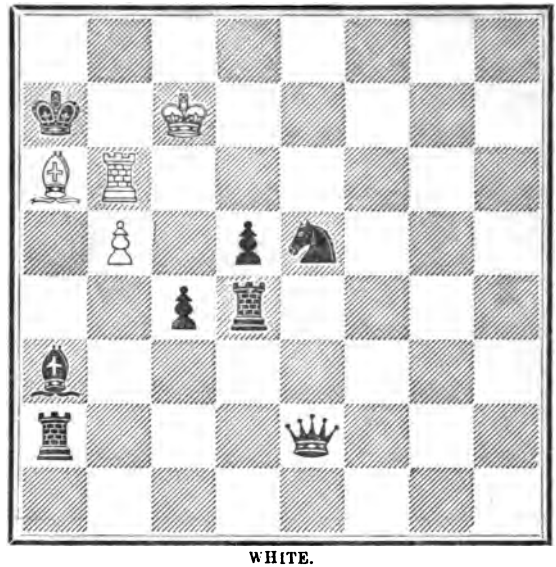

WHITE.

White to move, and mate in five moves.

No. 52. Problem by F. HEALEY, Esq.

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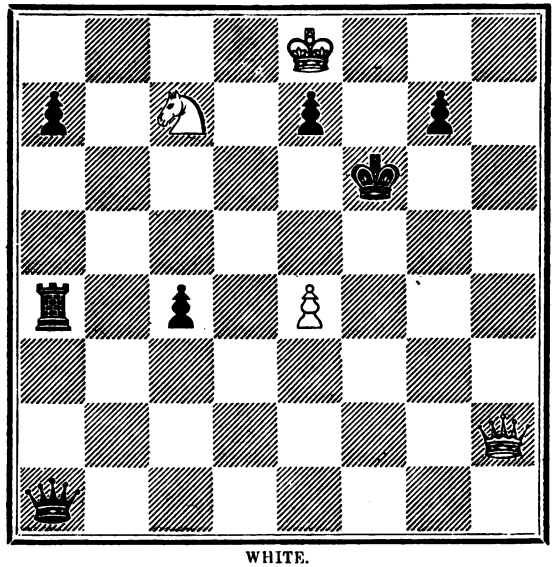


WHITE.

White to move, and mate in six moves.

THE DEFENCES OF THE KING'S KNIGHT'S GAME.

THE History of the Defences to the King's Knight's Opening, exhibits in a most remarkable manner the variable character of Chess Theory.

From the fifteenth century down to the present day, we find opinions fluctuating between Black's second move, "Q. Kt. to B. third," "P. to Q. third," and the counter attack of "K. Kt. to B. third," each of which in different eras and schools has had its advocates.

The two first-named defences we dismiss for the present; that of "K. Kt. to B. third," as virtually a modern innovation, appears to have been alternately accepted as satisfactory, only again to be rejected, and in its turn reproduced, by each successive generation of players, as new openings were invented, or old forms of attack strengthened and remodelled. A brief review of this strange series of revolutions in the theory of the openings, we trust will not prove uninteresting.

LUCENA, the earliest European writer on Chess, (1495), touched on all three varieties of the Defence, but we believe without expressing any opinion as to their comparative merits. Judging, however, from the examples he has left of the opening,

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. Kt. fifth	

of which he was the originator, and not RUY LOPEZ to whom it has been erroneously ascribed, we may infer that he was in favour of the defence of Q. Kt. *versus* K. Kt. In this view he was followed by DAMIANO, who expressly advocated the defence of "Q. Kt. to B. third." To this, however, his successor, RUY LOPEZ, objected, on the ground that the first player might advantageously reply with LUCENA'S move of "B. to Q. Kt. fifth." He therefore substituted the defence of "P. to Q. third." The validity of this reply was stoutly combated by the Italians, the most eminent school of Mediæval Chess. There is still extant a letter from ERCOLE DEL RIO to LOLLI, (published 1750), in which "P. to Q. third," is expressly condemned, and DAMIANO'S move of "Q. Kt., to B. third," recommended instead. We may infer also, that SALVIO, from the care which he bestowed on the Giuoco Piano, concurred in this opinion. Thus, with the solitary

exception of an ineffectual attempt on the part of GRECO, to substitute his pet counter gambit of "P. to K. B. fourth," the move of "Q. Kt. to B. third," appears to have been unanimously accepted as the correct defence, from the sixteenth, down to the middle of the eighteenth century, when PHILIDOR, published his *Jeu d'Eches*, in which he once more asserted the claims of "P. to Q. third." This great master in his subsequent analysis of the opening, went so far as to maintain, and indeed attempted to prove, that this move not only nullified all attack, but was even so strong as to render the first player's move of "K. Kt. to B. third," unadvisable

For many years the high reputation of PHILIDOR maintained the popularity of his defence, the efficiency of which was first called in question during a long series of games between Messrs. ATTWOOD and WILSON, in which the opening was thoroughly tested. Indeed, PHILIDOR himself in his last edition, considerably qualified his former high estimate of the defence.

On the death of PHILIDOR, a second reaction took place in favour of "Q. Kt. to B. third," which seems to have been almost uniformly adopted for nearly half a century. The invention of the Evans' Gambit, and the introduction of new forms of attack in the Scotch opening, appear to have once more suggested a doubt as to the feasibility of this defence. Then came the question, "Can the King's pawn be protected at all? and does not the second player by accepting an open game, necessarily expose himself to a dangerous attack from the very outset?" This suggestion gave rise to a two-fold revolution in the Theory of the Openings.

The Russian School represented by M. PETROFF, called attention to the counter-attack of "K. Kt. to B. third," originally suggested by LUCENA, which, after having undergone an elaborate analysis at the hands of MAJOR JAENISCH, was finally pronounced by him to be the best defence at Black's command, an opinion which the celebrated games between Pesth and Paris, tended somewhat to modify. On the other hand, the English and German Schools, more especially the former, sought refuge in the French and Sicilian defences. Then followed an era of "close" games which may be said to have commenced a little previous to the great match between Messrs. STAUNTON and ST. AMANT, and reached its culminating point in the Tournament of 1851.

About this time a reaction seems to have taken place in the popular estimate of the Sicilian Defence. Its validity began to be questioned, and a general feeling prevailed in favour of the more chivalrous and interesting "open" game; more especially now that the Scotch and Evans' gambits which had formerly been such a source of embarrassment as to cause a general resort to the close openings, had been elaborately analysed. In their place, however, had arisen another and more formidable attack, which although coeval with the earliest European literature of the game, had never been fully appreciated until within the last few years. We refer to what is commonly known as the "Kt.'s game of Ruy Lopez." Less brilliant, because less hazardous than the "Evans," in as much as it involves no previous sacrifice of material, but yielding a strong centralized and lasting attack—in itself the more dangerous from the number and variety of the defences which the second player has at his disposal, it quickly became the "fashionable" opening of the day.

Hence the old *vexata questio* as to the correct reply to the K. Kt. attack, again began to be agitated, but under very different conditions. The Chess world had ceased to be a monarchy, and had degenerated into a republic. The influence of "Authority" was no longer what it had been. No longer was one move despotically set up, only to be deposed in a succeeding age by a master hand as powerful as that by which it had been enthroned, but the *popularis aura* veered capriciously from one point of the compass to another, each of the three defences Q. Kt., Q. P., and K. Kt,, being simultaneously advocated.

Messrs. HARRWITZ and BODEN may be regarded as the principal representatives of the school that favour the "P. to Q. third" defence, although the latter in his *Popular Introduction* seems to incline somewhat towards the Petroff. On the other hand, among the adherents of the classical defence of "Q. Kt. to B. third," we may enumerate the distinguished names of Messrs. STAUNTON and ANDERSSEN, and to a certain extent Messrs. MORPHY and LÖWENTHAL, although the two latter, to judge from the published specimens of their play, seem also strong partizans of "K. Kt. to B. third."

Without presuming to pronounce anything approaching to an *ex cathedra* opinion on the comparative merits of these three lines of play, we shall conclude our article with what are generally considered to be the best opening moves respectively in the PHILIDOR and PETROFF defences.

PHILIDOR'S DEFENCE.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. takes P.
4. Q. takes P.	4. Q. Kt. to B. third

(We consider this move preferable to 4. "B. to Q. second," as White may reply thereto with 5. "Q. B. to K. third," and on Black moving 5. "Q. Kt. to B. third," retire his Queen to Q. second, with a fine game)

5. B. to Q. Kt. fifth	5. B. to Q. second
6. B. takes Kt.	6. B. takes B.
7. Q. B. to K. Kt. fifth	7. P. to K. B. third

Black's best move we believe.

8. B. to K. third	8. Kt. to K. second or R. third

And White may now Castle on either side (perhaps Queen's Rook is preferable) with a fine game.

PETROFF'S DEFENCE.

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Kt. takes K. P.	3. P. to Q. third
4. K. Kt. to B. third	4. Kt. takes K. P.
5. P. to Q. fourth	5. P. to Q. fourth
6. K. B. to Q. third	6. B. to K. second (best)
7. Castles	7. Kt. to Q. B. third
8. P. to Q. B. fourth	8. Q. B. to K. third
9. Q. to Q. Kt. third	

See Herr FALKBEER'S Translation of MAX LANGE'S edition of MORPHY'S games, pp. 154, 159, and 327.

The Chess student may advantageously compare these two openings with the result of what he may consider the best defence to the Ruy Lopez Kt.'s game, and draw his own conclusions as to their respective value.

SOME OBSERVATIONS ON THE ORIGIN AND PROGRESS OF CHESS.

By Dr. Duncan Forbes.

Chapter XIII.—(*Continued from our last Number.*)

Now when we consider that Chess was known in Scandinavia more than half a century before the time of Athelstane, a period during which the Danes and Saxons were almost intermixed in England; above all when we consider the residence of Prince Haco and that of the French Louis at the English court—and finally the intimate relations of that court with the various continental powers—when, I say, we consider all these circumstances, it is absolutely *impossible* for us *not to infer* that the game of Chess was then introduced into this island.

The following anecdotes refer to the beginning and middle of the eleventh century, at which period Chess must have become quite common both in England and Italy. Sir Frederic Madden states in p. 280:—"Snorre Sturleson relates an anecdote of King Canute which would prove that monarch to have been a great lover of the game. About the year 1028, whilst engaged in his warfare against the kings of Norway and Sweden, Canute rode over to Roskild, to visit Earl Ulfr, the husband of his sister. An entertainment was prepared for their guest, but the king was out of spirits and did not enjoy it. They attempted to restore his cheerfulness by conversation, but without success. At length, the earl challenged the king to play at Chess, which was accepted, and, the Chess-table being brought, they sat down to their game. After they had played awhile, the king made a false move, in consequence of which Ulfr captured one of his opponent's knights. But the king would not allow it, and replacing his piece, bade the earl play differently. On this, the earl (who was of a hasty disposition) waxing angry, overturned the Chess-board and left the room. The king called after him, saying: 'Ulfr, thou coward, dost thou thus flee?' The earl returned to the door, and said, 'You would have taken a longer flight in the river Helga, had I not come to your assistance, when the Swedes beat you like a dog—you did not then call me coward.' He then retired, and some days afterwards was murdered by the king's orders.[1] This anecdote is corroborated by a passage in the anonymous history of the monastery of Ramsey, composed, probably, about the time of Henry I., where we are told, that Bishop Etheric coming one night at a late hour on urgent business to King Canute, found the monarch and his courtiers amusing themselves at the games of Chess and dice."[2]

[1] *Saga af Olafi hinom Helga*, capp. 162, 163, tom. ii p. 275, 276. The sister of this Ulfr was wife to Earl Godwin, and mother of Harold, King of England.

[2] "Ipse [Ætherieus] quoque mannum, curiam aditurus, ascendens, ipsumque

Twiss in vol. ii. p. 77, on the authority of Verci, says, that "the following adventure happened to a Bishop of Florence, who, according to *Ughelli Ital. Sac.* tom. 3, was Gerard who died in 1061. It is told by Peter Damianus, Bishop of Ostia and cardinal, in his epistles, and is confirmed by Baronius and Lohner. 'These two prelates were travelling together, and on a certain evening when they arrived at their resting place, Damianus withdrew to the cell of a neighbouring priest in order to spend the time in a pious manner; but the Florentine played at Chess all night among seculars or laymen, in a large house of entertainment. When in the morning the cardinal was made acquainted with this, he sharply reproved the prelate, who endeavoured to excuse himself by saying that Chess was not prohibited like dice. 'Dice,' said he, 'are prohibited by the canon laws, Chess is tacitly permitted.' To which the zealous cardinal replied, 'the scriptures do not speak of Chess, but both kinds of games are expressed under the comprehensive name of Alea. Therefore when the scripture prohibits the Alea, and does not expressly mention Chess, it is undoubtedly evident[1] that both kinds, expressed in one word and sentence, are thereby equally condemned.'

"The bishop who was very good natured, stood corrected, and submitted cheerfully to the penance imposed on him by the cardinal, which was, that he should thrice repeat the psalter of David, and wash the feet of twelve poor men, likewise bestowing certain alms on them, and treating them with a good dinner; in order that he might thus for the glory of God and the benefit of the poor, employ those hands which he had made use of in playing the game."

By this last anecdote we see that Chess must have been well known in Italy for several generations before the period there alluded to. It must have taken some considerable time before the game became so common as to be played at "houses of entertainment among seculars or laymen." Yet strange to say, Twiss in his first volume, p. 109, alluding to the same story, says:—"The following singular passage from an Epistle of Peter Damianus, an Ecclesiastical writer of the eleventh century to Heldebrand (Pope Gregory VII. which has since occurred to me,) looks as if the game of Chess was, in his days, a thing *quite new and strange;* instead of being transmitted to modern Europe from either the contemporaries of Jason or those of Palamedes!" It is quite needless to offer any comments on Twiss, whose two volumes

calcaribus urgens, Regem adhuc tesserarum vel *scacorum* ludo longioris tædia noctis relevantem invenit." *Hist. Rames. ap. Gale*, vol. 1. p. 442.

[1] The good cardinal's reasoning does not appear to be very cogent. He seems to have been like his eminence Muhammad, the apostle of the Arabs, unacquainted with the game he condemns. The Muhammadan casuists would have speedily confuted his argument in consequence of the lameness of his Logic, to say nothing of its sheer absurdity.

entitled "Chess," are upon the whole more entertaining than instructive. They form a mere "Olla Podrida" of matters relating to Chess in general; some good, some bad, and some indifferent. He was a mere collector of Chess anecdotes, without a particle of judgment of his own; he simply considered as veritable fish, all things of this kind that came into his net. The Italians may have acquired their knowledge of Chess immediately before or during the ninth century, in three different ways. First, from the Saracens by way of Sicily and Naples; second, from the Saracens by way of Marseilles; and lastly, from their intercourse with the Greeks of Constantinople.

I conclude this chapter by a few remarks on the celebrated set of Ivory Chessmen supposed to have once belonged to Charlemagne, and presented by him to the Abbey of St. Denis where they were preserved till the French Revolution some seventy years ago. I avail myself, in the first place, of Sir Frederic Madden's description entire, as the account is far too valuable to be either overlooked or abridged. To this I shall append a few notes of my own (marked F), and then add a few remarks respecting some apparent inconsistencies, in which the subject appears to me to be involved.

Sir Frederic says:—"But the strongest proof that the game of Chess was introduced into France during the period of the Carlovingian dynasty, is to be found in the Ivory Chessmen still preserved in the Cabinet of Antiquities, in the Bibliothèque du Roi at Paris,[1] which have been hitherto regarded too lightly. This has arisen from two causes, the first from their never having been seen by any English writer except Twiss; and secondly, from the strange mistake of Dr. Hyde, who represented the Pawns as bearing muskets (sclopetos) on their shoulders, and consequently of very modern workmanship. These pieces were formerly deposited in the treasury of the abbey of St. Denis, and in a History of the Abbey, published in 1625, are thus noticed:—"L'Empereur et Roy de France, sainct Charlemagne, a donné au Thresor de Sainct Denys un jeu d'eschets, avec le tablier, le tout d'yvoire; iceux eschets hauts d'une paulme, fort estimez: le dit tablier et une partie des eschets ont esté perdus par succession de temps, et est bien vray semblable qu'ils ont esté apportez de l'Orient, et sous les gross eschets il y a des caractères Arabesques."[2]

[1] It is strange that these ancient relics should not have been noticed in any of our Chess magazines, French or English, within the last quarter of a century. I have been given to understand that they were dispersed and lost sight of during the great Revolution; and I cannot help thinking that such has been the case, from the total silence respecting them on the part of the contributors to the French monthly periodical, entitled *Le Palamède*, as well as those of our own *Chess Player's Chronicle*.

[2] *Histoire de l'Abbaye de S. Denis*, par Jacques Doublet, Religieux de la dite Abbaye, 4to, Par. 1625.

PAUL MORPHY A HISTORICAL CHARACTER.

[The following remarks are extracted from an essay, which was recently written for the perusal of a literary society. The title of the essay was "Paul Morphy a historical character, but not really superior to his predecessors." In the present extract the first portion of the subject is treated.]

THE history of the game of Chess is identical with that of most intellectual pursuits. The inventions of genius, the productions of art, the institutes of sound philosophy, spring from a vigorous epoch in the annals of a great nation. Cradled in India, nursed in Persia, Oriental Chess ripened in the reigns of the most illustrious kings and emperors. Transplanted to Europe, Chess fixed its roots most deeply in the soil so hardly won from Islam, by Christian chivalry. Spanish Chess flowered during the conquests of Ferdinand and Isabella, the victories of Charles the Fifth, the discovery of a new hemisphere, and the acquisition of Portugal. Italy, in the same period in which she supplied Spain with great military and naval commanders, gave birth to her most skilful Chess-players, LEONARDO, PAOLO, and SALVIO. The fire of French Chess was kindled at the altar of the Revolution. English Chess never flourished, until Trafalgar and Waterloo had been won. Germany, after the disastrous battle of Jena, could call forth only a fifth-rate player to meet the French champion, DES CHAPELLES.[1] The Chess of emancipated Germany has been rendered illustrious by a series of able players and writers of treatises upon the game. In the frozen regions of the North, great players began to arise from the time at which the full development of Russian policy exerted its influence upon Europe. The disasters in the Crimea ensued. Blasted as by lightning, Russian Chess was buried in the ruins of Sebastopol. The truth of this historical fact has also been shown in America. For many years the best Chess-players of America, and those not of the highest order, were Englishmen, Frenchmen, and Germans. A change has come over the scene. America incorporates with herself, state after state; she aspires to the sovereignty of Cuba. It is at this time that a race of native American players arise. It is at this time that PAUL MORPHY appears, a phenomenon to the careless observer, a historical character to those who have deeply considered the parallels to be found amongst other nations.

[1] This is a common mistake, which originated through Des Chapelles' boasting, and was, to our knowledge, never contradicted. There flourished at that time in Vienna two well known Chess-players who could cope with the French champion—the celebrated Allgaier, and his daily opponent Koch, both first-rate players, and the former, in our opinion, equal to Des Chapelles.—*Note of the Ed.*

Game between Herr HARRWITZ and Mr. BODEN.

White. (Mr. BODEN.)	*Black.* (HERR HARRWITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to Q. R. fourth	4. K. Kt. to B. third
5. Castles	5. P. to Q. Kt. fourth
6. B. to Q. Kt. third	6. B. to Q. B. fourth
7. P. to Q. B. third	7. Castles
8. P. to Q. fourth	8. K. B. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to K. second
10. Q. to Q. third	10. P. to Q. third
11. P. to Q. R. fourth	11. Q. R. to Kt. square
12. P. to Q. R. fifth	12. K. B. to Q. B. fourth
13. K. B. to Q. B. second	13. Q. Kt. to K. Kt. third
14. P. to Q. Kt. fourth	14. K. B. to R. second
15. Q. B. to K. third	15. Q. R. to R. square
16. Q. Kt. to Q. second	16. K. Kt. to R. fourth
17. P. to K. Kt. third	17. Q. B. to R. sixth
18. K. R. to K. square	18. P. to K. R. third
19. Q. to K. second	19. B. to Kt. fifth
20. P. to Q. B. fourth	20. P. takes P.
21. Q. takes P.	21. Q. to B. third
22. B. takes B.	22. R. takes B.
23. R. to R. third	23. K. R. to Q. Kt. square
24. B. to Q. square	24. B. to Q. second
25. Q. Kt. to B. square	25. Q. R. to Kt. second
26. Q. R. to Kt. third	26. B. to R. fifth
27. Q. R. to K. third	27. B. to Kt. fourth
28. Q. to B. third	28. Q. to Q. square
29. Kt. to R. fourth	29. Kt. takes Kt.
30. B. takes Kt.	30. Q. to Kt. fourth
31. B. to Q. square	31. Kt. to Kt. third
32. Kt. to Q. second	32. Q. to Q. square
33. B. to B. second	33. Q. to Q. second
34. K. R. to Kt. square	34. P. to Q. B. third
35. P. takes P.	35. B. takes P.
36. Kt. to B. fourth	36. B. to Kt. fourth

37. Kt. to Kt. sixth	37. Q. to Q. square
38. B. to Kt. third	38. R. to B. second
39. Q. to Q. second	39. Kt. to K. second
40. K. R. to Q. square	40. Kt. to Q. B. third
41. P. to K. B. fourth	41. Kt. to Q. fifth
42. Kt. to Q. fifth	42. Q. R. to B. third
43. P. takes P.	43. P. takes P.
44. K. R. to K. square	44. K. R. to B. square
45. B. to Q. square	45. P. to K. B. fourth
46. Q. to K. Kt. second	46. R. to Q. third
47. Kt. to Kt. sixth	47. R. to B. eighth
48. B. to K. R. fifth	48. Q. to Kt. fourth

And wins.

Game played at the PHILIDORIAN, Jan. 9th, 1860, between Mr. CAMPBELL and an AMATEUR.

Black. (AMATEUR.)	*White.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Kt. to Q. B. third	9. B. to K. Kt. fifth
10. Q. to Kt. third	10. B. takes K. Kt.
11. B. takes K. B. P. (check)	11. K. to B. square
12. B. takes Kt.	12. R. takes B.
13. P. takes B.	13. Kt. takes Q. P.
14. Q. to Q. square	14. Q. to K. B. third
15. P. to K. B. fourth	15. Kt. to K. third
16. P. to K. fifth	16. P. takes P.
17. P. takes P.	17. Q. to Kt. third (check)
18. K. to R. square	18. R. to Q. square
19. Q. to Q. Kt. third (*a*)	19. Q. to Q. sixth
20. B. to R. third (check)	20. K. to B. second

21. P. to K. B. fourth	21. Q. to K. B. fourth
22. Q. R. to K. square	22. R. to Q. sixth
23. Q. to Q. B. second (*b*)	23. Kt. to Q. fifth
24. P. to K. sixth (check)	24. K. to B. third
25. Q. takes R. (*c*)	25. Q. takes Q.
26. Kt. to Q. fifth (check)	26. K. to Kt. third
27. P. to B. fifth (check)	27. K. to R. third
28. B. to B. square (check)	28. P. to K. Kt. fourth
29. P. to K. seventh (*d*)	29. Kt. takes K. B. P.
30. R. to K. sixth (check)	30. R. to Kt. third
31. R. takes R. (check)	31. R. P. takes R.
32. B. takes P. (check) (*e*)	32. K. takes B. (*f*)
33. R. to Kt. square (check)	33. K. to R. fifth
34. P. queens (*g*)	

Black mates in three moves.

Notes.

(*a*) Better than winning the Q. Kt. P. by checking.

(*b*) To tempt White to attack Q. with Kt.

(*c*) Perhaps not quite sound; for, "K. to B. fourth" instead of Kt. third might have saved the game.

(*d*) "P. takes P.," *en passant*, and wins, *e.g.*:—

29. P. takes P., *en passant* (ch.)	29. K. to Kt. second, or he loses Q.
30. R. to B. seventh (check)	30. K. to R. square
31. R. takes R. P. mate.	

(*e*) Desperation.

(*f*) Better than "B. takes B.," because, in that case, Black would have safely made a Queen.

(*g*) "Kt. takes B." would have been better, but in any case the game is lost.

Game played in the Tournament at the PHILIDORIAN, Jan. 9th, 1860, between Messrs. JANSSENS and SMITH.

White. (Mr. JANSSENS.)	*Black.* (Mr. SMITH.)
1. P. to Q. fourth	1. P. to K. B. fourth
2. P. to K. fourth	2. P. takes P.
3. Q. Kt. to B. third	3. K. Kt. to B. third
4. Q. B. to K. Kt. fifth	4. P. to Q. B. third
5. B. takes Kt.	5. K. P. takes B.
6. Kt. takes P.	6. P. to Q. fourth
7. Kt. to K. Kt. third	7. B. to K. third

8. B. to Q. third	8. B. to Q. third
9. K. Kt. to K. second (*a*)	9. Castles
10. Castles	10. P. to K. B. fourth
11. P. to K. B. fourth	11. Q. to Q. B. second
12. P. to Q. B. third	12. P. to Q. Kt. third
13. Q. to Q. B. second	13. P. to K. Kt. third
14. K. to R. square	14. Kt. to Q. second
15. Q. R. to K. square	15. Kt. to K. B. third
16. Kt. to K. Kt. square	16. B. to Q. second
17. Kt. to K. R. third	17. P. to Q. B. fourth
18. Q. to Q. second	18. P. to Q. B. fifth
19. B. to Q. B. second	19. Q. R. to K. square
20. Kt. to K. second	20. Kt. to K. fifth
21. Q. to Q. B. square	21. R. to K. B. second
22. Kt. from K. second to Kt. sq.	22. K. R. to K. second
23. Kt. to B. third	23. K. to Kt. second
24. Kt. to K. fifth (*b*)	24. B. to Q. B. square
25. R. to K. third	25. R. to K. Kt. square
26. Q. to K. square	26. K. to K. B. square
27. Q. to R. fourth	27. R. from K. second to Kt. second
28. Kt. to Kt. fifth	28. Kt. takes Kt.
29. Q. takes Kt.	29. B. to K. second
30. Q. to R. sixth	30. P. to K. Kt. fourth (*c*)
31. Kt. to Q. B. sixth	31. B. to Q. third
32. P. takes P.	32. B. to K. B. fifth
33. R. takes B.	

And Black resigns.

Notes.

(*a*) Either "Q. Kt. to B. fifth," or "B. to B. fifth," would have been preferable, as it developes White's game.

(*b*) The object of the Knight's moves has been to obtain this position, blocking up Black's game.

(*c*) A bad move.

Messrs. BRIEN and CAMPBELL giving Pawn and Move in consultation to Messrs. SMITH and STARIE.

Remove Black's King's Bishop's Pawn.

White. (SMITH & STARIE.)	*Black.* (BRIEN & CAMPBELL.)
1. P. to K. fourth	1. Kt. to Q. B. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. to K. fifth	3. B. to K. B. fourth
4. Kt. to Q. B. third (*a*)	4. P. to K. third
5. P. to Q. R. third	5. Q. to Q. second
6. P. to K. R. third	6. P. to K. R. fourth
7. B. to Q. Kt. fifth	7. P. to K. R. fifth
8. Kt. to K. B. third	8. B. to K. second
9. Castles	9. Kt. to K. R. third
10. B. to K. Kt. fifth	10. Kt. to K. B. second
11. Q. to Q. second	11. R. to K. R. fourth
12. B. takes B.	12. Q. takes B.
13. Kt. to K. R. second	13. K. to Q. second
14. P. to K. B. fourth	14. R. to K. Kt. square
15. B. to K. second	15. R. to K. R. second
16. B. to K. Kt. fourth	16. Kt. to K. R. third
17. B. takes B.	17. Kt. takes B.
18. Kt. to K. second	18. P. to K. Kt. fourth
19. Kt. to K. Kt. fourth	19. R. to K. B. second
20. Kt. to K. B. sixth (check)	20. R. takes Kt.
21. P. takes R.	21. Q. takes P.
22. P. takes P.	22. R. takes P.
23. P. to Q. B. third	23. Kt. to Q. R. fourth
24. Q. to Q. third	24. Kt. to Q. B. fifth
25. Q. R. to K. square	25. R. takes P. (check)
26. K. takes R.	26. K. Kt. to K. sixth (check)
27. K. to R. square	27. Kt. takes R.
28. Kt. to K. Kt. square	28. Q. Kt. to Q. seventh (*b*)
29. Kt. to K. B. third	29. K. Kt. to K. Kt. sixth (check)
30. K. to Kt. second	30. Q. Kt. to K. fifth
31. Kt. to K. fifth (check)	31. K. to K. second
32. Q. to K. B. third	32. Q. to Kt. second
33. Q. to K. Kt. fourth	33. Q. to K. B. third
34. Q. takes K. R. P.	34. Q. takes Q.

35. Kt. to K. Kt. sixth (check)	35. K. to B. third
36. Kt. takes Q.	36. P. to Q. R. fourth
37. K. to B. third	37. K. to Kt. fourth
38. Kt. to K. Kt. second	38. P. to Q. Kt. third
39. Kt. to K. B. fourth	39. K. to B. third
40. R. to K. Kt. square	40. Kt. to K. B. fourth
41. R. to Kt. sixth (check)	41. K. to K. B. second
42. R. takes P.	42. Kt. takes Q. P. (check)
43. P. takes Kt.	43. Kt. to K. Kt. fourth (check)
44. K. to K. third	44. Kt. takes R.
45. Kt. takes P.	45. P. to Q. Kt. fourth
46. P. to K. R. fourth	46. P. to Q. B. fourth
47. P. takes P.	47. Kt. takes P.
48. K. to Q. fourth	48. Kt. to Q. R. fifth
49. P. to Q. Kt. third	49. Kt. to Q. Kt. seventh
50. K. to Q. B. fifth	

And wins.

Notes.

(*a*) Whenever the second player in this opening moves "B. to K. B. fourth," the receiver of the odds should at the earliest opportunity reply with "B. to Q. third."

(*b*) Variation:—

29. If R. takes Q. Kt.	28. Q. Kt. to K. sixth 29. then Q. to K. B. seventh, wins.
But if	
29. R. takes K. Kt.	29. then Kt. retakes with a fine position.

Games between Messrs. BARNES and HARRWITZ.

GAME I.

White. (Mr. BARNES.)	*Black.* (Herr HARRWITZ.)
1. P. to K. fourtth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to Q. R. fourth	4. Kt. to K. B. third
5. P. to Q. third	5. B. to Q. B. fourth
6. Castles	6. P. to. Q. Kt. fourth
7. B. to Q. Kt. third	7. P. to Q. third
8. B. to K. Kt. fifth	8. P. to K. R. third

9. B. takes Kt.	9. Q. takes B.
10. P. to Q. R. fourth	10. P. to Q. Kt. fifth
11. Q. Kt. to Q. second	11. P. to Q. R. fourth
12. K. to R. square	12. Kt. to K. second
13. P. to K. Kt. third	13. B. to K. R. sixth
14. P. to Q. fourth	14. P. takes P.
15. P. to K. fifth	15. P. takes P.
16. R. to K. square	16. Kt. to K. Kt. third
17. Kt. to K. fourth	17. Q. to Q. B. third
18. Kt. takes B.	18. Q. takes Kt.
19. Kt. takes Q. P.	19. Castles
20. Q. to K. R. fifth	20. Q. takes Kt.
21. Q. takes B.	21. Q. takes K. B. P.
22. R. to K. B. square	22. Q. to Q. fifth
23. Q. to K. B. fifth	23. R. to Q. R. third
24. Q. R. to Q. square	24. Q. to Q. R. second
25. R. to Q. seventh	25. R. to K. B. third
26. Q. to Q. third	26. P. to K. fifth
27. Q. to K. second	27. R. takes R. (check)
28. Q. takes R.	28. Kt. to K. fourth
29. R. to Q. fifth	29. Kt. to K. B. sixth
30. R. to Q. seventh	30. Q. to K. sixth
31. K. to K. Kt. second	31. P. to Q. B. fourth
32. P. to K. R. fourth	32. P. to K. Kt. third
33. Q. to K. B. second	33. Q. takes Q.
34. K. takes Q.	34. K. to Kt. second
35. R. to Q. R. seventh	35. Kt. to Q. fifth
36. K. to K. third	36. Kt. to K. B. fourth (check)
37. K. takes P.	37. Kt. takes P. (check)
38. K. to Q. fifth	38. Kt. to K. B. fourth
39. K. takes P.	39. Kt. takes P.
40. R. takes P.	40. P. to K. Kt. fourth.
41. K. takes P.	41. P. to K. Kt. fifth
42. R. to K. R. fifth	42. Kt. to K. Kt. third
43. P. to Q. R. fifth	43. P. to K. B. fourth
44. P. to Q. R. sixth	44. Kt. to K. second
45. P. to Q. B. fourth	45. P. to K. Kt. sixth
46. R. to K. R. square	46. P. to K. B. fifth

47. R. to K. Kt. square	47. R. to Q. Kt. square (check)
48. K. to Q. R. fourth	48. R. to Q. Kt. third
49. B. to Q. square	49. R. takes P. (check)
50. K. to K. Kt. fifth	50. R. Q. R. eighth

And wins.

GAME II.

Between the same opponents.

White. (Herr HARRWITZ.)	*Black.* (MR. BARNES.)
1. P. to K. fourth	1. P. to K. B. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. Q. takes P.
4. P. to Q. B. fourth	4. Q. to Q. square
5. Kt. to Q. B. third	5. P. to K. fourth
6. P. to Q. fifth	6. B. to Q. B. fourth
7. Kt. to K. B. third	7. Kt. to K. second
8. B. to Q. second	8. Castles
9. Kt. to K. fourth	9. Kt to Q. R. third
10. P. to Q. R. third	10. B. to K. Kt. fifth
11. P. to K. R. third	11. B. takes Kt.
12. Q. takes B.	12. P. to K. B. fourth
13. Kt. to K. Kt. fifth	13. Q. to Q. third
14. Kt. to K. sixth	14. R. to K. B. second
15. P. to Q. Kt. fourth	15. B. to Q. fifth
16. Kt. takes B.	16. P. takes Kt.
17. B. to K. B. fourth	17. Q. to K. B. third
18. B. to Q. third	18. P. to K. Kt. fourth
19. Q. to K. Kt. third	19. P. to K. R. third
20. P. to K. R. fourth	20. Kt. to K. Kt. third
21. P. takes P.	21. P. takes P.
22. B. takes P.	22. Q. to K. fourth (check)
23. K. to Q. second	23. Q. takes Q.
24. P. takes Q.	24. P. to Q. B. fourth
25. P. takes P. (*en passant*)	25. P. takes P.
26. Q. R. to K. square	26. Kt. to Q. B. second
27. P. to K. Kt. fourth	27. R. to K. square

28. P. takes P.	28. Kt. to K. fourth
29. B. to K. B. fourth	29. Kt. takes B.
30. K. takes Kt.	30. Kt. to K. third
31. R. takes Kt.	31. R. takes R.
32. P. takes R.	32. R. takes B.
33. R. to K. R. fifth	33. R. to K. Kt. fifth
34. R. to K. B. fifth	

And after a few more moves Black resigned.

Game between two of the strongest players of the Northumberland Chess Club.

(*Scotch Game.*)

White. (Mr. ——).	*Black.* (Mr. D.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to Q. B. fourth
5. P. to Q. B. third	5. Kt. to K. B. third
6. Castles (*a*)	6. P. to Q. third (*b*)
7. P. takes P.	7. B. to Q. Kt. third
8. Kt. to Q. B. third	8. P. to K. R. third
9. P. to Q. R. third (*c*)	9. B. to K. Kt. fifth
10. P. to K. R. third (*d*)	10. B. takes Kt.
11. Q. takes B.	11. Q. Kt takes P.
12. Q. to Q. third	12. Castles
13. B. to K. third	13. Kt. to Q. B. third
14. B. takes B.	14. Kt. to K. fourth
15. B. takes Q. B. P.	15. Q. takes B.
16. Kt. to Q. fifth	16. Q. takes B.
17. Kt. takes Kt. (check)	17. P. takes Kt.
18. Q. to K. Kt. third (check)	18. K. to R. second
19. P. to K. B. fourth	19. R. to K. Kt. square
20. Q. to K. R. fourth	20. Q. takes K. P.
21. R. to K. B. second	21. Kt. to K. B. sixth (check)
22. R. takes Kt.	22. Q. takes R.
23. P. to K. Kt. fourth	23. Q. takes K. B. P.

24. R. to K. B. square	24. Q. to K. Kt. fourth
25. Q. to K. Kt. third	25. Q. R. to K. square
26. Q. takes P.	26. Q. to K. sixth (check)
27. K. to R. second	27. Q. to K. seventh (check)
28. K. to Kt. square	28. R. takes Kt. P. (check)
29. P. takes R.	29. Q. takes P. (check)
30. K. to R. square	30. R. to Kt. square

And White resigns.

Notes.

(*a*) "B. P. takes Q. P.," would have been a stronger move.
(*b*) Black could have played "Q. P. takes B. P."
(*c*) A lost move.
(*d*) This is very play, which must lose the game.

CHESS IN INDIA.

GAME I.

Between Mr. GREEN and the celebrated BRAHMIN.

White. (BRAHMIN.)	*Black.* (Mr. GREEN.)
1. P. to Q. fourth	1. P. to Q. fourth
2. Kt. to K. B. third	2. P. to K. third
3. B. to K. B. fourth	3. P. to Q. B. fourth
4. P. to Q. B. third	4. Kt. to Q. B. third
5. Q. Kt. to Q. second	5. Kt. to K. B. third
6. P. to K. R. third	6. B. to Q. third
7. B. takes B.	7. Q. takes B.
8. P. to K. third	8. Castles
9. B. to Q. third	9. B. to Q. second
10. Castles	10. P. to K. fourth
11. P. takes K. P.	11. Kt. takes P.
12. Kt. takes Kt.	12. Q. takes Kt.
13. Q. to K. B. third	13. B. to Q. B. third
14. Q. to K. Kt. third	14. Q. takes Q.
15. P. takes Q.	15. K. R. to K. square
16. K. R. to K. square	16. Q. R. to Q. square
17. Kt. to K. B. third	17. Kt. to K. fifth

18. P. to K. Kt. fourth	18. P. to K. Kt. third
19. Q. R. to Q. square	19. K. to Kt. second
20. P. to Q. B. fourth	20. P. takes P.
21. B. takes P.	21. P. to K. B. third
22. P. to K. R. fourth	22. P. to Q. Kt. fourth
23. B. to Q. third	23. P. to Q. B. fifth
24. B. takes Kt.	24. B. takes B.
25. Kt. to Q. fourth (*a*)	25. Q. R. to Q. Kt. square
26. K. to B. second	26. P. to Q. R. fourth
27. Q. R. to Q. B. square	27. K. to B. second
28. Q. R. to Q. B. third	28. K. R. to Q. B. square
29. Q. R. to Q. R. third	29. P. to Q. R. fifth
30. K. R. to Q. B. square	30. K. R. to Q. B. fourth
31. P. to K. Kt. third	31. Q. R. to his square
32. P. to Q. Kt. fourth	32. Q. R. P. takes P. (*en pas.*) (*b*)
33. R. takes R.	33. P. to Q. Kt. seventh (*c*)
34. R. to Q. R. seventh (check)	34. K. to Kt. square
35. R. to Q. square	35. P. queens
36. R. takes Q.	36. B. takes R.
37. K. to K. second	37. P. to Q. B. sixth
38. K. to Q. square	38. P. to Q. Kt. fifth
39. K. to B. square	39. P. to Q. B. seventh
40. P. to Q. R. third	40 P. takes P.
41. R. takes P.	41. P. to K. R. fourth
42. P. takes P.	42. P. takes P.
43. R. to Q. third (*d*)	43. K. to B. second
44. R. to Q. second	44. K. to Kt. third
45. R. to K. B. second	45. R. to Q. B. sixth
46. R. to K. second	

Drawn at this point by agreement.

Notes.

(*a*) Up to this point, the game though very dull is quite even. It now becomes a fight between B. and Kt.

(*b*) If he moves away R. the game is a dead draw.

(*c*) Best.

(*d*) The game is now drawn by force, it would appear,—

White.	*Black.*
	P. to K. B. fourth
Kt. takes Q. B. P.	B. takes Kt.
R. takes B.	R. takes P.
R. to K. Kt. second	Drawn.

GAME II.

Between the same opponents.

(The BRAHMIN gives Pawn and Move.)

(*Remove Black's K. B. P.*)

White. (Mr. GREEN.)	*Black.* (The BRAHMIN.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. B. fourth
3. P. takes P.	3. Q. (checks)
4. B. to Q. second	4. Q. takes P.
5. Kt. to Q. B. third	5. Kt. to K. B. third
6. B. to K. second	6. B. to K. second
7. P. to Q. R. third	7. Castles
8. P. to Q. Kt. fourth	8. Q. to Q. Kt. third
9. Kt. to K. B. third	9. P. to Q. R. fourth
10. P. to Q. Kt. fifth	10. Kt. to K. Kt. fifth
11. Castles	11. B. to Q. B. fourth
12. Q. to K. square	12. Q. to Q. third
13. P. to K. fifth	13. Kt. takes K. P.
14. Kt. to K. fourth	14. Kt. takes Kt. (check)
15. B. takes Kt.	15. Q. to Q. B. second
16. P. to Q. R. fourth	16. B. to Q. Kt. third
17. R. to Q. B. square	17. P. to Q. fourth
18. Kt. to K. Kt. fifth	18. Q. to Q. third
19. P. to Q. B. fourth	19. B. to Q. B. second
20. P. to K. Kt. third	20. P. to K. R. third
21. P. to Q. B. fifth	21. Q. to Q. second
22. B. to K. Kt. fourth	22. P. takes Kt.
23. Q. B. takes P.	23. B. to Q. square
24. P. to K. R. fourth	24. B. takes B.
25. P. takes B.	25. Kt. to Q. R. third
26. P. takes Kt.	26. R. takes P.
27. Q. to Q. square	27. Q. to K. second
28. P. to K. B. fourth	28. R. to Q. B. third
29. Q. to Q. fourth	29. R. to K. B. second
30. K. R. to K. square	30. Q. to K. B. square
31. P. to K. B. fifth	31. P. takes P.
32. B. to K. R. fifth	32. R. to K. second

33. Q. takes P. (check)	33. B. to K. third
34. Q. to K. R. square	34. B. to K. B. second
35. K. R. to Q. square	35. K. R. to K. square
36. B. takes B. (check)	36. Q. takes B.
37. Q. to K. B. third	37. P. to K. Kt. third
38. R. to Q. sixth	38. R. takes R.
39. P. takes R.	39. Q. to K. third
40. R. to Q. square	40. R. to Q. square
41. Q. takes P.	41. Q. to K. sixth (check)
42. K. to B. square	42. Q. takes P. at K. Kt. third
43. Q. to Q. fifth (check)	43. K. to B. square
44. Q. to Q. fourth	44. Q. takes K. Kt. P.
45. P. to Q. seventh	45. K. to B. second
46. R. to K. square	46. Q. to K. B. third
47. Q. to Q. fifth (check)	47. K. to Kt. second
48. Q. takes P.	48. R. takes P.
49. Q. to Q. Kt. fifth	49. Q. to Q. fifth
50. Q. to K. fifth (check)	50. Q. takes Q.
51. R. takes Q.	51. R. to Q. fifth
52. P. to Q. R. fifth	52. R. to Q. R. fifth
53. K. to B. second	53. K. to B. third
54. R. to Q. Kt. fifth	54. K. to Kt. fourth

And wins.

Game III.

Between the same Opponents.

(The Brahmin gives Pawn and Move.)

(*Remove Black's K. B. P.*)

White. (Mr. Green.)	*Black.* (The Brahmin.)
1. P. to K. fourth	1. Kt. to Q. B. third
2. P. to Q. fourth	2. P. to K. third
3. Kt. to Q. B. third	3. B. pins Kt.
4. Kt. to K. B. third	4. P. to Q. fourth
5. P. to K. fifth	5. K. Kt. to K. second
6. B. to Q. third	6. Castles
7. B. takes P. (check)	7. K. takes B.

8. Kt. to Kt. fifth (check)	8. K. to Kt. square (*a*)
9. Q. to K. R. fifth	9. R. to K. B. fourth
10. Q. to R. seventh (check)	10. K. moves
11. Q. to R. eighth (check)	11. Kt. covers
12. Kt. to R. seventh (check)	12. K. to B. second
13. P. to K. Kt. fourth	13. R. takes K. P. (check) (*b*)
14. P. takes R.	14. Q. Kt. takes P.
15. Kt. to Kt. fifth (check)	15. K. to B. square
16. P. to K. B. fourth (*c*)	16. Q. Kt. to K. B. second
17. Q. to K. R. fifth	17. Q. Kt. to K. R. third (*d*)
18. Kt. to R. seventh (check)	18. K. moves
19. Q. to Kt. fifth (check)	19. K. to Q. second
20. Q. takes P. (check)	20. K. to Q. B. third
21. P. to K. R. fourth (*e*)	21. P. to Q. fifth
22. P. to Q. R. third	22. B. to Q. B. fourth (*f*)
23. Kt. to K. fourth	23. Q. to Q. fourth
24. Q. to K. fifth	24. Kt. takes P.
25. Q. takes Q. (check)	25. K. takes Q.
26. Kt. takes B. (*g*)	26. K. takes Kt.
27. P. to Q. Kt. fourth (check)	27. K. to Q. fourth
28. R. to K. Kt. square	28. K. Kt. to K. R. third
29. B. to Q. Kt. second	29. Q. Kt. to K. sixth
30. Kt. to K. B. sixth (check)	30. K. to B. fifth
31. K. to Q. second	31. P. to Q. Kt. third
32. Q. R. to K. square	32. K. Kt. to B. fourth
33. R. to K. Kt. eighth (*h*)	33. K. Kt. takes R. P.
34. R. takes Q. Kt.	34. P. takes R.
35. K. takes P.	35. Kt. to B. fourth (check) (*i*)
36. K. to B. second	36. B. to Q. Kt. second
37. R. takes R.	37. B. takes R.

Drawn game.

Notes.

(*a*) Better than to Kt. third.
(*b*) The best play. (*c*) Is this best?
(*d*) He gives P. to free his game. (*e*) This is essential.
(*f*) Best. (*g*) It is, perhaps, safest to take off B.
(*h*) It would probably have been better to push R. P. But the game is always drawn.
(*i*) B. first on different colours makes a draw safe.

GAME IV.

Between the same Opponents.

(The BRAHMIN gives Pawn and Two Moves.)

(*Remove Black's K. B. P.*)

White. (Mr. GREEN.)	*Black.* (The BRAHMIN.)
1. Ps. to K. fourth and Q. fourth	1. P. to K. third
2. B. to Q. third	2. P. to Q. third
3. Kt. to K. B. third	3. P. to Q. B. fourth
4. P. to Q. B. third	4. Kt. to Q. B. third
5. Castles	5. B. to Q. second
6. P. to Q. R. fourth	6. P. to K. fourth
7. P. to Q. fifth (*a*)	7. Kt. to K. second
8. Kt. to Q. R. third	8. P. to K. R. third
9. P. to Q. B. fourth	9. P. to Q. R. third
10. Kt. to K. square	10. Kt. to K. B. third
11. P. to K. B. fourth	11. B. to K. Kt. fifth
12. Kt. to K. B. third	12. Kt. to Q. second
13. Kt. to Q. B. second	13. P. to K. Kt. third
14. R. to Q. R. third (*b*)	14. B. to K. Kt. second
15. Q. to K. square	15. B. takes Kt.
16. R. takes B.	16. P. takes P.
17. B. takes P.	17. Kt. to K. fourth
18. B. takes Kt.	18. B. takes B.
19. P. to Q. Kt. fourth	19. Q. to Q. Kt. third
20. P. to Q. Kt. fifth	20. R. to K. B. square
21. R. takes R. (check)	21. K. takes R.
22. B. to K. second	22. K. to Kt. second
23. P. to Q. R. fifth	23. Q. to Q. B. second
24. P. to Q. Kt. sixth	24. Q. to Q. second
25. Kt. to K. third	25. R. to K. B. square
26. B. to K. Kt. fourth	26. Q. to K. square
27. B. to K. sixth	27. R. to K. B. fifth
28. Q. to Q. Kt. square (*c*)	28. B. to Q. fifth
29. K. to R. square	29. Q. to K. B. square
30. P. to K. Kt. third	30. B. takes Kt.
31. P. takes R.	31. Q. takes P.
32. R. takes B. (*d*)	32. Q. takes R.

33. Q. to Q. Kt. second (check)	33. K. to R. second
34. Q. to K. B. sixth	34. Q. takes P. (check)
35. K. moves (*e*)	

Black draws by perpetual check.

Notes.

(*a*) "P. takes K. P." is rather stronger.
(*b*) The opening is very carefully played.
(*c*) The only move. (*d*) Necessary.
(*e*) If Black were to exchange Q.s, White would win by "B. to Q. seventh."

CHESS IN GERMANY.

Game between Herr SUHLE, and Herr ANDERSSEN.

GAME I.

(*Scotch Gambit.*)

White. (Herr SUHLE.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to Q. B. fourth
5. Castles (*a*)	5. P. to Q. third
6. P. to Q. B. third	6. Q. B. to K. Kt. fifth
7. Q. to Q. Kt. third	7. B. takes Kt.
8. B. takes P. (check)	8. K. to B. square
9. B. takes Kt.	9. R. takes B.
10. P. takes B.	10. P. to K. Kt. fourth
11. K. to R. square (*b*)	11. Q. to K. B. third
12. P. to K. B. fourth	12. P. takes P.
13. Q. takes Q. Kt. P.	13. Q. R. to Q. square
14. Q. takes Kt.	14. Q. to K. Kt. fourth
15. P. to K. fifth	15. P. takes K. P. (*c*)
16. Q. B. takes P. (*d*)	16. P. takes B.
17. P. takes P.	17. R. to Q. fourth
18. Q. to R. eighth (check)	18. K. to K. second.
19. Q. takes K. R. (*e*)	19. Q. takes Q.
20. P. takes B.	20. P. to K. B. sixth

And wins.

Notes.

(*a*) "P. to Q. B. third" is stronger.

(*b*) This is a useless move. "Q. to K. sixth," in order to support his right wing, would have been more to the purpose.

(*c*) A very ingenious combination. If White now takes B. with Q. (check). Black plays "R. to Q. third," and nothing can prevent the checkmate. "P. to Q. fourth," instead of the move in the text, would not have been so strong, as White, in this case, could have checked with Q. on K. B. sixth.

(*d*) A desperate effort to free his pieces; but could "Q. to K. B. third," instead, have saved the game? Black's probable answer would have been "R. to Q. third," when the following variation might have arisen:—

White.	*Black.*
16. Q. to K. B. third	16. Q. R. to Q. third
17. P. takes P. (best)	17. B. takes P.
18. Kt. to K. R. third	18. Q. R. to K. third
19. P. to Q. B. third (best)	19. Q. to K. R. fifth
20. K. to R. second (best)	20. B. takes P.
21. R. takes B. (best)	21. R. to K. Kt. sixth
22. Q. to Q. R. eighth (check)	22. K. to Kt. second, and wins

(*e*) No other move.

GAME II.

Between the same opponents.

(*Sicilian Opening.*)

White. (Herr SUHLE.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. Kt. to K. B. third	2. P. to K. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. P. to Q. R. third
5. B. to Q. third	5. Kt. to Q. B. third
6. Q. B. to K. third	6. Kt. to K. B. third
7. Castles	7. B. to K. second
8. P. to K. B. fourth	8. P. to Q. fourth
9. P. to K. fifth	9. Kt. to Q. second
10. Q. Kt. to Q. second	10. B. to Q. B. fourth
11. P. to Q. B. third	11. Q. to Q. Kt. third
12. Q. Kt. to K. B. third	12. P. to K. B. fourth (*a*)
13. P. to Q. Kt. fourth	13. B. takes Kt.
14. Kt. takes B.	14. Kt. takes Kt.
15. B. takes Kt.	15. Q. to Q. B. second (*b*)
16. P. to K. Kt. fourth	16. Kt to K. B. square
17. B. to Q. B. fifth	17. P. to K. Kt. third

18. P. takes P.	18. Kt. P. takes P.
19. K. to R. square.	19. Q. to K. B. second
20. Q. to K. square	20. Kt. to Kt. third
21. P. to Q. B. fourth	21. P. takes P.
22. B. takes P.	22. B. to Q. second (*c*)
23. K. B. to K. second	23. B. to Q. B. third (check)
24. B. to K. B. third	24. Q. to Q. second
25. Q. to K. Kt. third	25. Castles (Q. R.)
26. Q. R. to Q. B. square (*d*)	26. K. R. to K. Kt. square.
27. Q. to K. B. second	27. Kt. to K. R. fifth
28. Q. B. to Q. sixth	28. Kt. takes B.
29. Q. takes Kt.	29. Q. R. to K. square
30. P. to Q. Kt. fifth	30. P. takes P.
31. K. R. to Q. square	31. Q. to Q. B. second (*e*)
32. K. R. to Q. fifth	32. Q. to Q. Kt. third (*f*)
33. K. R. to Q. third	33. R. to Kt. eighth (check)
34. R. takes R.	34. B. takes Q. (check)
35. R. takes B.	35. Q. to Q. B. third
36. Q. R. to K. Kt. third	36. P. to Q. Kt. fifth
37. K. to Kt. second	37. P. to K. R. fourth
38. B. takes P.	38. P. to K. R. fifth
39. R. to Kt. seventh	39. K. to Kt. square
40. B. to Q. sixth (check)	40. K. to R. second
41. R. to Q. B. seventh	41. Q. to K. fifth
42. Q. R. to Q. B. third	42. P. to Q. Kt. fourth
43. R. to Q. R. third (check)	43. K. to Kt. third
44. K. to R. third	44. R. to Q. B. square
45. Q. R. to K. third	45. Q. to Q. fourth
46. P. to Q. R. fourth	46. R. to Q. B. seventh
47. P. takes P.	47. Q. to Q. R. seventh
48. K. takes P.	48. R. takes P. (check)
49. K. to Kt. fifth	49. Q. to Q. R. square.

And White resigned. *(g)*

Notes.

(*a*) It does not seem advisable to capture Q. Kt. P. at this point.
(*b*) It strikes us that Black has a very cramped game in this position.
(*c*) "P. to Q. Kt. third." might have been stronger.

(*d*) Variation—

White.	*Black.*
26. Q. R. to Q. square	26. Q. takes R.
27. R. takes Q.	27. R. takes R.(check)
28. K. to Kt. second	28. R. to Q. sixth, and wins

(*e*) A masterly move.

(*f*) Threatening to check on K. Kt. eighth.

(*g*) There was no resource left in this position, for White's only plausible move—viz., "K. to B. sixth"—would have been replied to with "Q. to K. Kt. square."

CHESS IN FRANCE.

Game played at Paris by Herr KOLISCH, against the DUKE of BRUNSWICK and COUNT CASABIANCA, in consultation.

(*Queen's Gambit declined.*)

White. (THE ALLIES.)	*Black.* (Herr KOLISCH.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. Q. B. to K. B. fourth	3. K. B. to Q. third
4. B. to K. Kt. third	4. Kt. to K. B. third
5. P. to K. third	5. Castles
6. Kt. to K. B. third	6. Kt. to K. fifth
7. K. B. to Q. third	7. P. to K. B. fourth
8. B. takes B.	8. Q. takes B.
9. Castles	9. P. to Q. B. fourth
10. Q. B. P. takes Q. P.	10. K. P. takes Q. P.
11. P. takes P.	11. Q. takes P.
12. Q. Kt. to Q. second	12. Q. Kt. to B. third
13. Q. Kt. to Q. Kt. third	13. Q. to K. second
14. K. Kt. to Q. fourth	14. P. to K. B. fifth
15. P. takes P.	15. R. takes P.
16. B. takes Kt.	16. P. takes B.
17. Kt. takes Kt.	17. P. takes Kt.
18. Q. to Q. B. second	18. Q. B. to Q. R. third
19. Q. takes B. P.	19. B. to Q. Kt. second
20. Q. to Q. B. fifth	20. Q. to K. B. second
21. Q. to K. third	21. Q. R. to K. B. square
22. Kt. to Q. B. fifth	22. B. to Q. R. square
23. P. to Q. Kt. third	23. Q. to K. Kt. third
24. K. to R. square	24. R. to K. B. sixth
25. P. takes R.	25. R. takes P.

26. R. to K. Kt. square	26. Q. to K. B. second
27. Q. to Q. fourth	27. P. to K. sixth
28. Q. to Q. eighth (check)	28. Q. to K. B. square
29. Q. takes Q. (check)	29. K. takes Q.
30. K. R. to Kt. second	30. P. takes P.
31. Q. R. to K. B. square	31. K. to Kt. square
32. Kt. to K. sixth	32. P. to K. Kt. third
33. Kt. to K. Kt. fifth	33. R. to K. sixth
34. P. to K. R. fourth	34. R. to K. eighth
35. K. to R. second	35. R. takes R.
36. K. to Kt. third	36. R. to K. Kt. eighth

And wins.

Game between Messrs. HARPER and JANSSENS, Dec. 8th, 1859, the latter giving the odds of Pawn and two Moves.

White. (Mr. HARPER.)	*Black.* (Mr. JANSSENS.)
1 } P. to K. fourth	
2 } P. to Q. fourth	2. P. to K. third
3. B. to Q. third	3. P. to Q. B. fourth
4. P. to K. fifth	4. P. to K. Kt. third
5. P. to K. R. fourth	5. Q. to K. second
6. P. to R. fifth	6. Q. to Kt. second
7. P. takes P.	7. P. takes P.
8. B. takes P. (check)	8. K. to Q. square
9. B. to Kt. fifth (check)	9. B. to K. second
10. R. takes R.	10. Q. takes B.
11. Q. to K. B. third	11. K. to Q. B. second
12. Kt. to Q. B. third	12. B. takes B.
13. Kt. to Kt. fifth (check)	13. K. to Kt. third
14. P. takes B. P. (check)	14. K. takes Kt.
15. P. to Q. R. fourth (check)	15. K. takes P. at B. fifth
16. Q. to Q. B. third (check)	16. K. to Kt. third
17. P. to R. sixth (check)	17. K. to R. third
18. B. to Q. third (check)	18. P. to Kt. fourth
19. Q. takes B.	

Mates.

TO THE EDITOR OF THE CHESS PLAYER'S CHRONICLE.

Sir,

Every author when presenting himself before the public, ought to be prepared for all sorts of criticism, and sometimes even abuse. His works, the moment they leave the press are amenable to the tribunal of public opinion; and the persons whose business it is, be it on account of their station, their abilities, or their acquirements, to pronounce judgment upon the merit or demerit of a work, have a grave though grateful task to perform. They will have a claim upon the gratitude of the public, if they prove themselves competent for their office, and if their criticism is given in that fair and impartial manner, which alone is entitled either to represent or to enlighten public opinion. Should, however, their verdicts betoken incompetency, or should they be carried away by partiality, in bestowing less attention upon the subject itself, than upon personal considerations to which the public is a stranger, in that case they entirely fail in their mission, they sink below the common level, and their productions are noxious rather than useful. These general principles are known to every person of education and honour; nor would I have permitted myself to appeal to them, in my modest capacity of translator of the lately published work of MAX LANGE, entitled *Paul Morphy, a Sketch from the Chess World*, were it not for a critical review of the above work, which appeared in the last number of the *Era*, the tenour of which seems to me to prove the absence of that fair and impartial view, which, independent from all personal motives, ought to be taken of every work by a fair and honest critic. The CHESS PLAYER'S CHRONICLE having honoured me by twice favourably mentioning the above work, I hope to be permitted, to defend myself in its pages against the mentioned criticism, which, although speaking favourably of my abilities as a writer, and of my correctness and impartiality as a translator, almost entirely overlooks the contents of the work, of which it only speaks in a cursory way, and merely directs its pointed shafts against the author of the book and its translator.

On two chief points objections may be taken to the criticism in question. In the first place, the Chess editor of the *Era* having recently published a collection of MORPHY'S games, which according to his statement is the only correct one, the presumed deficiencies of a rival collection must necessarily increase the value of his own. Secondly, the real merits or demerits of MAX LANGE'S work were not at all entered upon, but only as I said, cursorily glanced at, whilst the utmost importance was attached to the accessories of the book, and the chief grievance was, that the career of MORPHY was considered from a *German* point of view, hat the book was written by a Prussian, and translated by an Austrian.

Whoever wrote the article, entirely lost sight of the circumstance that MAX LANGE'S book is by no means a *polemic* work. He follows MORPHY'S life, so to say, from his cradle to his triumphant victories in Paris, with impartial dignity; and although in his admiration of MORPHY,—as I have myself said

in the preface—he goes perhaps too far—he nevertheless does full justice to the American's adversaries. It is only at the end of the volume, when speaking of ANDERSSEN'S personal experiences and opinions, that the German character of the author shows itself. It is only then that he considers the position of the German champion from an entirely German point of view. If this be a fault, —if every Chess writer is obliged to be a cosmopolite—it is a fault which he has in common with a great many others. Have not English writers also taken an English point of view when speaking of MORPHY? Have not the French? It is in the nature of the thing, that MORPHY, who successively played with Englishmen, Frenchmen, and Germans, was also respectively considered from a national point of view. Chess may be a science which has nothing whatever to do with national feelings; this is all very well in theory, but in reality the English, French, or German player, will always remain an Englishman, a Frenchman, or a German; and the chief characteristics of his nation, qualities, or faults, will generally reproduce themselves, even in the style of his play.

What right, therefore, has the Chess editor of the *Era* to sneer at the "misguided patriotism" of MAX LANGE, or to reproach the translator, that he also considers the defeats of ANDERSSEN, in Paris, as the Magenta and Solferino of German Chess? It would be an interesting problem to find out which nation Herr LÖWENTHAL believes he represents. Perhaps the English? It would be the first time in the annals of Chess that Englishmen conceded so high a honour to a foreigner. Or does Herr LÖWENTHAL, from whose pen, but lately, an interesting autobiography appeared in the *Book of the Chess Congress*—believe that in his quality of a noble Hungarian (*risum teneatis amici!*), and as one of the people who play Chess on horseback, as we learn from the January number of the *American Chess Monthly*, he has a right to put down the pretensions and prejudices of German writers? No: I feel I am mistaken, and wrong Herr LÖWENTHAL. The article I speak of, has many happy expressions and well rounded phrases, supposes considerable knowledge, and terminates with a Latin quotation; and even the greatest friends and admirers of Herr LÖWENTHAL must confess, that an acquaintance with the classics is the least of his faults. I, therefore, cannot be far wrong, when I look to another source for the authorship of the article; but even in that case he remains responsible for what appears in columns which are under his superintendence, and which he till lately *exclusively* edited.

I should have gratefully acknowledged Herr LÖWENTHAL'S criticisms, had they pointed out the deficiencies and merits of MAX LANGE'S book, or of my own translation, had they given a critical analysis of the tenour of the work and mentioned its faults; I should have even tried to profit by the advice, if occasion had offered. But, to omit mentioning the essential points of a work, and to direct the reader's attention only to the non-essential parts, shows, to say the least, a want of tact, and of those Christian virtues which ought to be the attributes of all public men and writers, whatever be their creed.

ERNEST FALKBEER.

London, January the 24th, 1860.

No. 53. Problem by J. A. MILES, Esq., Fakenham.

BLACK.

WHITE.

White to play and mate in four moves.

No. 54. Problem by Mr. W. GREENWOOD.

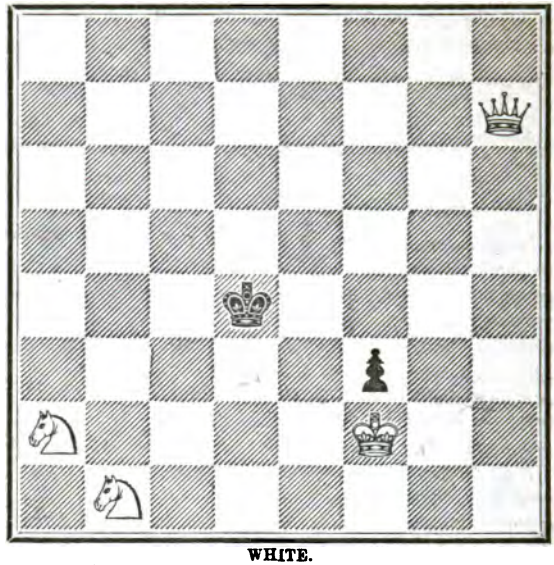
BLACK.

WHITE.

White to play, and mate in four moves.

No. 55. Problem by T. HAZEON, Esq., North London Chess Club.

BLACK.



WHITE.

White to move, and mate in four moves.

No. 56. Problem by P. T. D., Newcastle-on-Tyne.

BLACK.

WHITE.

White to move, and mate in five moves.

Morphy's Games of Chess. By J. LÖWENTHAL. London: H. G. Bohn, York Street, Covent Garden, 1860.

THIS Work, which contains about 500 pages, has lately been brought out by the well-known publisher Mr. BOHN, as forming part of his *Scientific Library*. Another Chess work, of a similar nature, also containing 150 games of PAUL MORPHY, *The Praxis*, by HOWARD STAUNTON, Esq., has been sent forth, nearly at the same time, from the same inexhaustible Book Emporium. If, as a matter of speculation, it will pay Mr. BOHN to bring out simultaneously two Chess works of a similar nature, is a question which does not concern us; that, however, a publisher of Mr. BOHN'S eminence, thinks it worth his while to do so, augurs well for Chess, and proves that its literature is greatly in the ascendant in England; and the fact that only two months before, another collection of MORPHY games, of nearly the same number as that of Herr LÖWENTHAL'S, by MAX LANGE, the gifted editor of the *Berlin Schachzeitung*, translated, with additional notes, by the eminent Chess player, ERNEST FALKBEER, late editor of the Vienne Chess periodical, has been given to the Chess-loving public, renders the efforts of Mr. BOHN in the Chess department only the more praiseworthy.

The book, which is embellished by a good but rather flattered likeness of Mr. MORPHY, is brought out in the usual style of BOHN'S renowned *Library*, and its typographical merit can therefore be easily appreciated by the reader.

As to the intrinsic worth of the work, its value to the Chess reader is incontestable; and if it were not for several, and not inconsiderable drawbacks, we should pronounce it a first-rate production. We shall point out a few instances to which we cannot help taking objection.

On turning to the title-page, we found an address to the reader, signed by PAUL MORPHY, in which he says:—

"Many friends, both in Europe and America, have frequently urged me to arrange a collection of my games, which they assure me would meet with a kindly reception from Chess players generally. But continued contests during the past twelve months would have precluded my complying with so flattering a request, had it not been for the assistance rendered me by my friend, Herr LÖWENTHAL. The copious notes with which this volume is enriched are mainly due to his skill and assiduity as an analyst."

After perusing this, we involuntarily turned back to the title-page, thinking we had, by mistake, taken up the wrong volume, and had got hold of a collection of games published by MORPHY. Not so, however, for there was LÖWENTHAL'S name on the title-page. We then turned another leaf, and found a preface signed by J. LÖWENTHAL. Therein we find the following passage:—

"The editor was frequently solicited by members of the metropolitan Clubs, to publish a collection of Mr. MORPHY'S games; and when this was seconded by the American champion himself, it was impossible to refuse the flattering suggestion. And it is with feelings of great satisfaction that he returns his very hearty thanks to Mr. MORPHY for the liberal aid which he has throughout extended to the undertaking."

Having thus perused the address and the preface, we could not guess which of the two was the real writer of the book; and we found ourselves very much in the predicament of the countryman who asked the showman which of the two was Napoleon, and which Wellington; and unless Herr LÖWENTHAL will enlighten the reader, we can only give him the showman's advice—"pays your money takes your choice." On turning another leaf, we come to what Herr LOWENTHAL chooses to call a Memoir, and which, on perusal, we found to be a sort of Biography of Mr. MORPHY. Now, on this memoir, we can by no means compliment the author, it being sadly deficient in both quantity and quality. As to the latter, we may easily forgive a foreigner, a heavy style and a few ungrammatical phrases; but as to the former, he may find it more difficult to excuse himself. For, being so ardent an admirer of his hero, he had in MAX LANGE'S book, and in a great number of other publications, ample material to present to the public a complete biography, instead of the meagre sketch which he compiled; and, as an intimate friend of the young American, he was the very man from whom it was expected.

The memoir is followed by Book I; containing Matches with ANDERSSEN, HARRWITZ, LÖWENTHAL, MONGREDIEN, and ALTER. Herr LÖWENTHAL begins with the Match between ANDERSSEN and MORPHY; we are quite at loss to understand, and he gives no reason for it, why he did not follow the chronological order of the Matches as they were played, beginning with his own; it would have enabled the reader to follow MORPHY'S play in its different stages of improvement, for Mr. MORPHY'S play did improve during his stay in Europe. In this respect

we decidedly prefer the arrangement of MAX LANGE's book, who gives matches and games in their chronological order, and points out to the reader the successive changes that took place in MORPHY's play, as well as the variations in his mode of attacking and defending in particular openings, after having played with certain players, thus enabling the reader to appreciate also the play of his adversaries, and to find out whose way of attacking or defending, MORPHY adopted. We must give Herr LÖWENTHAL credit for the notes to the games in those matches, which are very valuable, and copious; we are also glad to see that he has not always restricted himself to his own notes, but has made ample use, whenever they were to the purpose, of those which were given in the different Chess publications.

Book II., which begins at page 137, treats of the blindfold games. This is certainly the best collection of MORPHY's blindfold games, and better illustrated with notes than any we know of, although, as a general rule, blindfold games scarcely deserve notes.

Book III. contains the consultation games, six in number, from page 217 to 239. Those few games, the latter half of which were not even worth recording, did certainly not deserve a chapter to themselves, and could have been brought conveniently into the one containing the simultaneous games.

Book IV., which consists only of five games played by Mr. MORPHY in the St. James's Club against three English and two Foreign players. The English players, as our readers will remember, were Messrs. BARNES, BIRD, BODEN; the foreign players, Herr LÖWENTHAL and Monsieur DE RIVIERE.

Book V. contains the casual games, beginning with those between ANDERSSEN and MORPHY, which, however, might have been left out without any detriment to the book, as they were not proper games, but simply loose trials of openings; in fact, only one of them was played out. We see, with regret, that Herr LOWENTHAL has omitted from his collection some of the most interesting games, which ought to have found a place there. Thus the first game which MORPHY played with HARRWITZ has not been given; it was won by the latter, and must, therefore, have been a good game, as MORPHY's steadiness in play is notorious. This one game would have been more interesting than the six valueless openings with ANDERSSEN. Mr. BIRD won one game, and drew one game against Mr. MORPHY; neither of these

games is given; now Mr. BIRD is one of the best English players; we all feel interested in his play; and besides, as a general rule, the games which MORPHY loses are more interesting than those he wins; for to beat him, one must play well; and as he always plays well, and scarcely ever commits a mistake, the games he loses must be good games. Mr. BARNES won seven casual games against Mr. MORPHY, only two of which are given by Herr LÖWENTHAL. This is another grave omission, and we frankly confess that we should have rather missed one hundred of the games won by Mr. MORPHY, with the utmost ease, from a host of players unknown to fame, French, English, and American, than the games lost by MORPHY against these three eminent players. This is withal the largest and perhaps the most interesting book in the volume, it contains nearly 150 pages.

Book VI. contains games at odds, and is of little interest, especially as all the games, with the exception of one, are won by MORPHY; this exceptional game is the only interesting one; it was won by Mr. MEDLEY, to whom Mr. MORPHY gave the odds of pawn and move.

Book VII. treats of what Herr LÖWENTHAL calls miscellaneous games. We must confess we can see no reason why these games should not have been incorporated with other chapters, for some of them are games at odds, and others are even. Had they been left out altogether there would have been no great loss, for all were played with inferior players. Besides, fifteen of them were taken from the American book of the *Chess Congress*, with the notes, and the others from the *Chess Monthly*. The games in which MORPHY gives the Q. Kt. to Mr. J. THOMSON, of New York, Herr LÖWENTHAL thinks were the hardest which the American champion ever played, but how Herr LÖWENTHAL came to this most extraordinary conclusion we are at a loss to account for, as most of the games only extended to twenty or thirty moves, and some of them only to seventeen or eighteen. Has Herr LÖWENTHAL ever seen the games in which MACDONNELL gives the Knight to Captain EVANS; in our opinion those are the best Knight games on record.

All these trifling defects which we have pointed out do not, however, prevent the book from being a valuable addition to a Chess library, and we sincerely hope that Herr LÖWENTHAL will soon publish his long promised work on the openings, a branch of Chess in which he so conspicuously shines.

Chess Gems. Some of the finest examples of Chess strategy by ancient and modern masters, collected from various sources, and carefully revised and arranged by JOHN AUGUSTUS MILES, *with solutions and twelve original positions by the editor.* Fakenham Norfolk, 1860.

This book which is dedicated to the well-known Chess patron, Lord Lyttelton, was printed and published in Fakenham, Norfolk.

We are always glad to see fresh Chess publications, it proves that the interest in Chess is still kept alive, but this work has the additional merit of being published in a small country town, where we should have scarcely supposed that Chess was cultivated at all. It is evident to us that Mr. MILES has bestowed much care upon the selection and revision of the problems, as we could find but few mistakes, the problem No. 409 by Mr. F. HEALEY is one of the few. The typographical part is also very well executed, and better than we should have expected from a country place. The only fault we can find is with the German, or rather half German, notation in the solutions. We should be glad to learn why Mr. MILES departed from the English notation, which is certainly more familiar to English readers for whom the book was evidently published. We sincerely hope that his trouble and expense will be rewarded by an extensive sale.

SOME OBSERVATIONS ON THE ORIGIN AND PROGRESS OF CHESS.

BY DR. DUNCAN FORBES.

CHAPTER XIII.—(*Continued from our last Number.*)

"Dr. Hyde quotes a somewhat similar passage from another writer (Millet), and gives us the Arabic inscription engraved on the larger pieces as follows :—*Min'amali Yūsuf al Nākulī* (or *Nākilī*).[1] *Ex opere*

[1] I presume that the Arabic inscription is in the old Kufic character; for if not, the antiquity of the Chessmen falls to the ground. Then as usual, the symbols indicating the short vowels being omitted, we have two legitimate ways of pronouncing the carver's cognomen, viz., Nakuli or Nakili, but not Nakali (as in Menage). On the first supposition it denotes that the artist was a native of Nakuliya, a town in Asia Minor, slightly alluded to by D'Herbelat. The most probable supposition, however, is that we should read Nakili, in which case it would denote, "the son of the Nakil," which literally means a "transporter" hence applied figuratively, a scribe, copyist, translator, painter, &c. This is a

Josephi Nicolai; arguing from the name, that the artist was an European.[1] But with all respect to Hyde's oriental learning, it is evident we ought to translate the words (as in Menage), *Ex opere Josephi al-Nakali, i.e.*, the work of Joseph, native of Nakali, probably a city of Asia Minor, now called by the Turks, *Aineh-ghiol.*[2] The pieces, as described by the same author, represent a King, Queen, Archer, Centaur, Elephant, and Pawn. Mr. Twiss, who actually saw these Chessmen at St. Denis, previous to the year 1787, says that at that time only fifteen pieces and one Pawn remained, all of ivory, yellowed by time. He gives, nevertheless, a very unsatisfactory[3] account of them, but states the King to be about twelve inches high, and eight broad, very clumsily carved, and the Pawn about three inches high, representing a dwarf bearing a large shield.

A private engraving of the Pawn was circulated by Twiss, which completely disproves the assertion of Hyde with regard to the muskets. But we are fortunately enabled to form a more accurate judgment of the antiquity and form of these singular pieces from the figures of the King and Queen engraved in Willement's splendid work.[4] They are each represented sitting on a throne, within an arched canopy, of a semi-circular shape, supported by columns, and on either side of the King two male, of the Queen two female personages, are seen in the act of drawing aside a curtain. The king holds a sceptre in his hand,

very common Arabic formation, like Nazimi, Katibi, and hundreds of others. In either case, however, it is perfectly clear that the artist was a genuine Arab and not a Greek Christian, as Dr. Hyde would seem to imply.

[1] *Hist. Shahilud*, pp. 72, 132.

[2] V. D'Herbelot, and Baudrand.

[3] Sir Frederic may well say that Twiss's account is "very unsatisfactory"—it is simply very absurd. He says that the King is "twelve inches high and eight broad." Now admitting the *height*, which, however, I do under protest, as a very great stretch, let us see how the *breadth* will stand the test of those stubborn little things known as the figures of arithmetic, a Hindu invention by the way. The king being *eight inches broad*, it follows, that in order to allow him room to move freely, every square on the board must have been at least *nine inches by nine*. This gives us a Chess board of *six feet by six*, not counting the outward rim or border! "Risum teneatis amici!" But why should we notice Twiss at all? The worthy "Religieux," Jacques Doublet, says that the Chessmen were [at an average] "hautes d'un paulme," an assertion which bears on the face of it the stamp of truth and common sense. The French "paulme," or "paume," is, or was, a lineal measure equivalent to what we call "a hand," still used among us in measuring the height of horses.

[4] *Monumens Français Inedits*, fol. Par. 1806, 1832. This work is not yet complete, and the text describing the above plate is unfortunately wanting. There is no copy in the Museum, and I am indebted for the sight of one to Thomas Willement, Esq. I have made some attempts to procure drawings and measurements of all these Chessmen, but whether I shall succeed or not, time will show.

and the queen an oval ornament, probably intended for the mound. The dresses and ornaments are all strictly in keeping with the Greek *costume* of the ninth century; and it is impossible not to be convinced, from the general character of the figures, that these Chessmen really belong to the period assigned them by tradition, and were, in all probability, executed at Constantinople, by an Asiatic Greek, and sent as a present to Charlemagne, either by the Empress Irene, or by her successor Nicephorus. With both these sovereigns (in imitation of his predecessor Pepin's policy), the Frankish monarch had maintained a friendly intercourse by means of embassies, and nothing could have been better calculated to excite the interest of the royal barbarian, than the materials of a game which had recently been brought to the knowledge of western Europe.

One thing is certain, that these Chessmen, from their size and workmanship must have been designed for no ignoble personage, and from the decided style of Greek art visible in the figures, it is a more natural inference to suppose them presented to Charlemagne by a sovereign of the Lower Empire, than that they came to him as an offering from the Moorish princess of Spain, or even from the Caliph Haroun Al Raschid, whose costly gifts to the Emperor of the West, are detailed so minutely by the German historians. The value also attached to them at that period, is testified by their having been placed, together with the most costly ornaments of the state, in the abbey of St. Denis, where they were preserved till the time of the Revolution. It is possible also, that this transaction may have given rise to the passage above quoted, of a similar donation by King Pepin to the monastery of Maussac."[1]

The difficulty respecting these Chessmen to which I have alluded, is this. In the first place we find a Queen conspicuous among the pieces. This proves at once that they are not of Saracenic manufacture; and consequently could not have formed part of the presents sent to Charlemagne by Harūn Rashīd. Again, the costume is that of the Lower Empire of the eighth or ninth century; we must then conclude that the Chessmen are of Grecian manufacture, and that they were most probably presented to Charlemagne by the Empress Irene, who reigned from 797 to 802. This conclusion is much strengthened by

[1] With due deference to Sir Frederic, I must confess, I see no solid ground for this assumption. The passage already quoted, respecting King Pepin's gift is to the full as worthy of our belief as the common tradition regarding the Chessmen in the Abbey of St. Denis. "It is possible" that *both are quite true*; but if there be any imitation or borrowing in the case, I hold it much more likely that Pepin's gift to the monastery of Maussac may have given rise afterwards to the tradition respecting Charlemagne's donation to the Abbey of St. Denis. It is merely a question which of the two stories bears the oldest date among mediæval writers; though, after all, that of itself is not sufficient to prove the case either way.

the following passage from Michelet.[1] "On the festival of Christmas, the last year of the eighth century, whilst Charlemagne [then at Rome], is absorbed in prayer, the Pope places on his head the Imperial Crown and proclaims him Augustus. The emperor is astonished, and regrets the imposition of a burden beyond his strength—a puerile hypocrisy which he belies by adopting the titles and ceremonies of the court of Byzantium. For the perfect restoration of the empire one thing more was necessary, *to marry the aged Charlemagne to the aged Irene*, who reigned at Constantinople, after murdering her son." Now although this "*marriage de convenance*" did not take place, for Irene was far too shrewd to accept of a master, yet we may safely conclude that numerous presents and compliments passed between the courts of the imperial and royal personages in the course of the negotiation. I think then we may safely come to our conclusion that the St. Denis Chessmen and board were presented to Charlemagne by Irene in the first or second year of the ninth century.

In the second place it will be asked, if the pieces are of Byzantine manufacture, how came they to have an Arabic and not a Greek inscription? We can account for this only on the supposition that the carver, unquestionably an Arab, was a man of high reputation in his art, and that he very naturally stamped them with his own name as written in his own language. We may even suppose that he was specially sent from Bagdad by Harūn for this very purpose, at Irene's request; and that this set of Chessmen was carved by the empress's direction in the Byzantine and not the Saracenic style.

Lastly, how are we to account for the existence of the Chess Queen at so very early a period? This, I confess, is difficult to answer with satisfaction; but there she is—an unquestionable fact, which, by the way, completely upsets the ingenious theory of recent etymologists about the Ferz, Vierge, Dame, &c. &c. I would here venture a conjecture of my own, which I beg the reader to accept merely for whatever it may be worth. I think it probable that the Queen was for the first time introduced among the Chess pieces *in this very set*, presented to Charlemagne; and that it was done partly out of compliment to Irene, and partly as a symbol of the union then under consideration between the two great sovereigns of Christendom. Hence the two terms "Ferzia" and "Regina," the former adopted from the Saracens, and the latter from Charlemagne's imperial Chess board, came to be used as identical for some centuries afterwards.

[1] *History of France*, by M. Michelet; London; Whittaker, and Co.; Royal 8vo, p. 82. N.B.—This work is published *without date*, a vile custom that ought to be scouted *without mercy*. To be sure the public have a very simple remedy in their own hands, that is—never on any account to buy a new work that wants the date—the omission smells strongly of *humbug*.

UNPUBLISHED GAMES OF PHILIDOR.

(*From the American Chess Monthly*).

THE manuscript from which the following games, and others to be published hereafter, are taken, bears about it every mark of authenticity. It is entitled *Six Games at Chess*, played by Mr. Philidor against Count Bruhl and Mr. Jennings. Mr. Philidor dictated to two Players at the same time, without seeing either Board: and also gave the King's Bishop's Pawn, and Move.

The original is in the possession of Professor George Allen, of Philadelphia.

GAME I.

(*Remove Black's K. B. P.*)

White. (Count BRUHL.)	*Black.* (Mr. PHILIDOR.)
1. P. to K. fourth	1. K. Kt. to R. third (*a*)
2. P. to Q. fourth	2. K. Kt. to B. second
3. B. to B. fourth	3. P. to K. third
4. B. to Kt. third (*b*)	4. P. to Q. fourth
5. P. to K. fifth	5. P. to B. fourth
6. P. to Q. B. third	6. Kt. to B. third
7. P. to K. B. fourth	7. Q. to Kt. third
8. Kt. to B. third	8. B. to K. second
9. B. to B. second	9. B. to Q. second
10. P. to Q. Kt. third	10. P. takes P.
11. P. takes P.	11. B. to Kt. fifth (check)
12. K. to B. second	12. P. to Kt. fourth (*c*)
13. B. to K. third (*d*)	13. P. takes P.
14. Q. B. takes P.	14. K. R. to B. square (*e*)
15. B. to K. third	15. P. to K. R. third
16. P. to K. R. fourth (*f*)	16. Castles
17. P. to R. third	17. B. to K. second
18. Q. to Q. third	18. R. to Kt. square
19. Q. Kt. to Q. second	19. Q. R. to B. square
20. Q. to B. third	20. K. to Kt. square (*g*)
21. R. to R. third (*h*)	21. K. Kt. takes P.
22. P. takes Kt.	22. P. to Q. fifth
23. Kt. to B. fourth	23. P. takes B. (check)
24. Kt. takes P. (*i*)	24. B. to B. fourth
25. P. to Q. Kt. fourth (*k*)	25. B. takes Kt. (check)

26. Q. takes B.	26. R. takes P. (check)
27. K. takes R.	27. Q. takes Q.
28. R. to K. square	28. Q. to B. fifth
29. R. to K. fourth	29. Q. to B. eighth
30. Kt. to K. square	30. Kt. to K. second
31. R. to Q. B. fourth	31. Q. takes Kt.
32. B. to Q. third	32. R. to B. seventh (check)
33. K. to Kt. third	33. Q. to Kt. eighth (*l*)

And Mates.

Notes.

(*a*) This was Philidor's favourite defensive move in giving these odds. It is not a bad one, but has, strangely enough, latterly fallen into disuse.

(*b*) Evidently fearing 4. "P. to Q. fourth." The Bishop is now comparatively inactive. White would have found that 4. "Q. to K. second" would have answered the same purpose, and would have been, in other respects, better, bringing, as it does, an additional piece into play.

(*c*) An excellent move on the part of Black, since, play as White may, Black must now obtain an additional file for his Rooks

(*d*) It is quite clear that the Pawn could not be captured to advantage, as Black could have gained the King's Pawn in return, obtaining an extremely favourable game. But White was, nevertheless, wrong in allowing the strength of his centre Pawns to be thus broken; he ought to have supported them by 13. "P. to Kt. third."

(*e*) Threatening to win the King's Pawn.

(*f*) White's object, of course, is to prevent 16. "Kt. to Kt. fourth" on the part of Black.

(*g*) Black should properly have played 20. "K. Kt. takes P." at once.

(*h*) This appears to have been played in utter unconsciousness of the impending danger.

(*i*) Had he, instead, captured the checking Pawn with Queen, Black, by exchanging Queens, would have won either the King's or the King's Knight's Pawn.

(*k*) A very bad move, but White's game was already past redemption. The only move to prolong the contest would have been 25. "R. to K. square." Black would then have continued 25. "B. to Q. fifth" and so on.

(*l*) The game is an interesting one, and, with the exception of a slight flaw at his twentieth move, is played with great elegance by Philidor.

GAME II.

(*Remove Black's K. B. P.*)

White. (Mr. JENNINGS.)	*Black.* (Mr. PHILIDOR.)
1. P. to K. fourth	1. P. to Q. B. fourth (*a*)
2. Q. to R. fifth (check)	2. P. to Kt. third
3. Q. takes B. P.	3. Q. Kt. to B. third

4. Q. to K. third (*b*)	4. P. to K. fourth
5. B. to B. fourth	5. Kt. to B. third
6. Q. Kt. to B. third (*c*)	6. Kt. to Q. fifth
7. B. to Kt. third	7. B. to B. fourth
8. Q. to Kt. fifth	8. P. to Q. third
9. P. to Q. third	9. B. to K. third
10. B. to K. third (*d*)	10. B. takes B.
11. B. takes Kt.	11. P. takes B.
12. R. P. takes B.	12. P. takes Kt.
13. P. takes P.	13. B. takes P. (check)
14. K. to K. second	14. B. to Kt. third
15. Kt. to R. third	15. Castles (*e*)
16. K. R. to K. B. square	16. Q. to K. second
17. Kt. to B. fourth	17. Q. R. to K. square
18. P. to R. fourth	18. Q. to K. fourth
19. Kt. to R. third	19. Q. takes B. P.
20. Q. R. to Q. B. square	20. P. to Q. fourth
21. P. to R. fifth	21. Q. P. takes P.
22. R. P. takes P.	22. K. P. takes P. (check)
23. K. to Q. square	23. B. to K. sixth
24. P. takes P. (check)	24. K. to R. square
25. Q. to Kt. eighth (check)	25. Kt. takes Q.
26. P. takes Kt. (Q. check)	26. K. takes Q.
27. R. takes R. (check)	27. K. takes R.
28. P. takes P.	28. Q. to Q. seventh

And Mates.(*f*)

Notes.

(*a*) This defensive move is seldom practised at the present day. It is scarcely to be commended, for although it enables Black to free his pieces at once, it entails the sacrifice of a second Pawn. With correct after-play this numerical superiority of force should give the victory to White.

(*b*) Modern analysis has shown 4. "Q. to B. fourth" to be the correct play.

(*c*) This is not a good move, since it allows Black to obtain a very favourable game by 6. "Kt. to Q. fifth," followed by 7. "B. to B. fourth." The proper play was 6. "P. to Q. B. third."

(*d*) White here again plays without sufficient consideration. As will subsequently be seen, the move in the text loses a piece. 10. "B. takes B." was the correct play.

(*e*) Black, with a piece more and the preferable position, has now an easy game before him.

(*f*) This game, it will be remembered, was played at the same time as the preceding, Philidor seeing neither board. The distinguished master's play throughout this second contest, is excellent, scarcely admitting of any comments

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Game played at the BIRMINGHAM MEETING of the CHESS ASSOCIATION, between Mr. STAUNTON and Herr LÖWENTHAL.

White. (Mr. STAUNTON.)	*Black.* (Herr LÖWENTHAL.)
1. P. to Q. B. fourth	1. P. to K. fourth
2. Kt. to Q. B. third	2. Kt. to K. B. third
3. P. to K. third	3. B. to Q. Kt. fifth
4. Q. to Q. Kt. third	4. P. to Q. B. fourth
5. Kt. to Q. fifth	5. Kt. to Q. B. third
6. Kt. to K. second	6. P. to Q. third
7. Kt. to K. Kt. third	7. B. to K. third
8. P. to Q. R. third	8. B. to Q. R. fourth
9. Q. takes P.	9. B. to Q. second (*a*)
10. Q. to Q. Kt. third (*b*)	10. Castles
11. Kt. takes Kt. (check)	11. Q. takes Kt.
12. B. to K. second	12. Q. to K. R. fifth
13. B. to K. B. third	13. Q. R. to Q. Kt. square
14. Q. to Q. third (*c*)	14. B. to Q. B. second
15. B. takes Kt.	15. B. takes B.
16. P. to K. fourth	16. P. to K. B. fourth
17. Castles	17. P. takes P.
18. Q. to Q. B. second	18. R. to K. B. fifth
19. P. to Q. Kt. third	19. Q. R. to K. B. square
20. B. to Q. Kt. second	20. Q. R. to K. B. third
21. Q. R. to K. square	21. R. to K. R. third
22. P. to K. R. third	22. Q. R. to K. B. third
23. R. to K. third	23. B. to Q. R. fourth (*d*)
24. Q. to Q. square	24. Q. to K. R. third
25. Q. to K. second (*e*)	25. Q. to K. Kt. third
26. B. to Q. B. square	26. K. R. to K. R. fifth
27. R. to K. square	27. Q. R. to K. B. fifth
28. Kt. to K. B. square	28. R. to K. B. sixth
29. Kt. to K. Kt. third	29. R. takes R.
30. Q. takes R.	30. Q. to K. B. second
31. R. to K. second	31. R. to K. B. fifth

32. B. to Q. Kt. second	32. Q. to K. Kt. third
33. P. to Q. Kt. fourth	33. B. to Q. Kt. third
34. P. to Q. Kt. fifth	34. B. to Q. Kt. second
35. Q. to Q. B. third	35. P. to K. R. fourth
36. R. to K. third	36. P. to K. R. fifth
37. Kt. to K. R. square	37. Q. to K. B. second
38. P. to Q. R. fourth	38. Q. to Q. B. second
39. P. to Q. third	39. B. to Q. R. fourth
40. Q. to Q. B. second	40. P. takes P.
41. Q. takes P.	41. P. to K. fifth
42. Q. to Q. square	42. Q. to K. second
43. P. to K. Kt. third	43. P. takes P.
44. R. takes P.	44. R. to K. B. second
45. R. to K. third	45. P. to Q. fourth
46. P. takes P.	46. Q. to K. Kt. fourth (check)
47. Kt. to K. Kt. third	47. B. takes P.
48. B. to Q. B. square	48. Q. to K. fourth
49. Q. to Q. B. second	49. P. to Q. B. fifth
50. B. to Q. Kt. second	50. Q. to K. Kt. fourth
51. B. to Q. fourth	51. B. to Q. Kt. third
52. Q. to Q. second (*f*)	52. Q. to K. B. fifth
53. Kt. to K. R. fifth	53. P. to Q. B. sixth
54. B. takes P.	54. Q. to K. Kt. fourth (check)
55. Kt. to K. Kt. third	55. B. takes R.
56. Q. takes B.	56. Q. takes Q.
57. P. takes Q.	57. R. to K. B. sixth
58. B. to K. fifth	58. R. takes P.
59. Kt. to K. B. fifth	59. R. to Q. sixth
60. P. to Q. R. fifth	60. P. to K. sixth
61. Kt. to Q. fourth	61. R. to Q. eighth (check)
62. K. to K. R. second	62. P. to K. seventh
63. Kt. takes P.	63. R. to Q. seventh
64. B. to Q. Kt. eighth	64. R. takes Kt. (check)
65. K. to K. Kt. third	65. R. to Q. Kt. seventh
66. B. takes P.	66. B. to Q. Kt. second

And White resigns.

The above game having been printed in Mr. STAUNTON'S *Chess Praxis* without any notes, we venture to subjoin a few critical remarks,

not on account of the intrinsic merit of the play, but as a tribute to the reputation enjoyed by both combatants. It must be owned, however, that the game is not a fair specimen of the relative strength of the players. Such a result may well astonish our readers, when they are informed that the game now under consideration was played with the greatest care and deliberation, having occupied nearly two whole days.

Notes.

(*a*) Having sacrificed the Pawn (injudiciously, as we think), Black should here have played "R. to Q. B. square."

(*b*) "Kt. takes Kt. (check)" would have left Black without the semblance of an equivalent for his lost Pawn.

(*c*) Evidently White overrated the strength of his attack upon the Q. Pawn. But, however objectionable "Q. to Q. third" may be, it would not have turned out so badly, if White had managed the next two moves differently. Those moves indeed, if viewed in connection with the present retreat of the Queen, may be condemned without qualification.

(*d*) "P. to K. Kt. fourth" would have been a very difficult move to parry. Again "P. to Q. fourth" would have produced many striking variations, the effect of which would upon the whole have been in Black's favour.

(*e*) Clearly "Kt. to K. R. fifth" would have gained no advantage.

(*f*) No danger would arise from "B. takes B."

Game between Mr. WORMALD and Mr. BRIEN, November, 1858.

White. (Mr. WORMALD.)	*Black.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. third
4. P. to Q. fourth	4. P. takes P.
5. Kt. takes P.	5. B. to Q. second
6. B. takes Kt.	6. P. takes B.
7. Castles	7. P. to K. R. third
8. P. to K. B. fourth	8. P. to Q. B. fourth
9. Kt. to K. B. third	9. Kt. to K. B. third
10. Kt. to Q. B. third	10. B. to K. second
11. P. to K. fifth	11. Kt. to K. R. second
12. Q. to K. second	12. Castles
13. B. to K. third	13. R. to Q. Kt. square
14. P. to Q. Kt. third	14. R. to K. square
15. Q. R. to Q. square	15. Q. to Q. B. square

16. Kt. to Q. fifth	16. B. to K. B. square
17. P. to Q. B. fourth	17. B. to K. B. fourth
18. Q. to K. B. second	18. Q. to Q. second
19. B. to Q. second	19. B. to K. third
20. B. to Q. B. third	20. B. takes Kt.
21. P. takes B.	21. K. to K. R. square
22. Q. to K. Kt. third	22. R. to Q. Kt. fourth
23. K. R. to K. square	23. Q. R. to Q. Kt. square
24. Q. to K. R. fourth	24. Q. to K. B. fourth
25. P. to K. sixth (*a*)	25. B. takes P.
26. Q. takes P.	26. P. to K. fourth (*b*)
27. Kt. to K. R. fourth	27. Q. to K. B. seventh
28. R. to Q. B. square	28. Q. takes R.
29. Q. takes Kt. (check)	29. K. takes Q.
30. R. takes Q.	30. P. takes P.

And the second player wins.

Notes.

(*a*) So hazardous is the defence adopted by Black, that White might here have played "P. takes P.," with a fine game.

(*b*) The correct move, and one that White ought to have anticipated.

ODDS IN KIND GIVEN BY THE BEST PRUSSIAN PLAYERS.

In the last quarter of a century the English school of Chess has abundantly illustrated the game of *odds in kind*. Very few specimens of Prussian play at the same species of odds, have been printed in England. We have therefore selected from the *Berliner Schachzeitung* of 1847 and 1848 some good games at odds, when given by the *most distinguished* players to whom Prussia has given birth.

Herr HANSTEIN gave Herr V. D. GOLTZ "the P. and move." This game occurred in a match won by HANSTEIN who gave "P. and move," "P. and two moves," and also played even games. The score, if drawn games be taken out, appears to have been "P. and two moves" H. 5. V. D. G. 3. "P. and move" H. 5. V. D. G. 2. Even games H. 2. The match was played, we believe, in 1847.

(*Remove White's K. B. P.*)

Black. (Herr V. D. GOLTZ.)	*White.* (Herr HANSTEIN.)
1. P. to K. fourth	1. Kt. to Q. B. third
2. P. to Q. fourth	2. P. to Q. fourth

3. P. to K. fifth	3. B. to K. B. fourth
4. B. to Q. Kt. fifth (*a*)	4. Q. to Q. second
5. Kt. to K. second	5. Castles
6. Castles	6. P. to Q. R. third
7. B. to Q. third	7. B. takes B.
8. Q. takes B.	8. P. to K. third
9. P. to Q. B. third	9. K. Kt. to. K. second
10. P. to Q. Kt. fourth	10. Kt. to Q. R. second
11. P. to Q. R. fourth	11. Kt. to K. B. fourth
12. Kt. to Q. second	12. P. to K. Kt. fourth
13. Kt. to Q. Kt. third	13. P. to K. R. third
14. R. to Q. square	14. P. to Q. B. third
15. Kt. to Q. B. fifth	15. B. takes Kt.
16. P. at Q. Kt. fourth takes B.	16. Q. to Q. B. second
17. B. to Q. second	17. K. to. Q. second
18. K. R. to Q. Kt. square	18. R. to Q. Kt. square
19. Kt. to. K. Kt. third	19. K. R. to K. B. square
20. Kt. to K. R. fifth	20. Kt. to Q. B. square
21. Kt. to K. B. sixth (check)	21. K. to Q. square
22. P. to Q. B. fourth	22. Q. Kt. to K. second
23. R. to Q. Kt. sixth	23. Kt. to Q. B. square
24. B. to Q. R. fifth	24. K. to K. second
25. R. takes P. at Q. R. sixth	25. P. to Q. Kt. third
26. P. takes P. at Q. Kt. sixth	26. Q. to Q. Kt. second
27. P. takes P.	27. R. takes Kt.
28. P. takes R. (check) (*b*)	28. K. takes P.
29. P. takes P. at K. sixth	29. Q. to K. second
30. P. to Q. fifth	30. P. to K. R. fourth
31. Q. to Q. B. third (check)	31. K. to K. Kt. third
32. Q. takes P.	32. Kt. to Q. fifth
33. Q. to Q. seventh (*c*)	33. Q. to K. B. third
34. R. to K. square (*d*)	34. Kt. to K. second
35. P. to Q. sixth	35. R. to K. B. square (*e*)
36. R. to K. B. square (*f*)	36. Kt. to K. B. sixth (check)
37. K. to K. R. square	37. Q. to K. B. fifth
38. P. takes Kt.	

And the second player checks perpetually.

Notes.

(*a*) In this form of the opening the Bishop's move shines more at an earlier stage.

(*b*) The *Berliner Schachzeitung* very properly notices here the variation caused by "P. takes P. at Q. B. sixth." If the Queen retake, Black can play "Q. to Q. R. third (check)."

(*c*) It is hardly necessary to state that the German analyst recommends "Q to Q. B. seventh." Indeed, Hanstein, who at this time had the management of the Prussian organ of public opinion, was rarely wrong.

(*d*) Hanstein also prefers here the obvious move of "Q. to K. B. seventh. (check.)"

(*e*) The termination of this game is played with Hanstein's usual ability. His resource in such positions as these, exceeded any one whom we can name with the exception of La Bourdonnais.

(*f*) Had he played "P. to K. B. third," the reply would have been "Kt. takes P. (check)," as is well observed by the Prussian authority.

GAME II.

(White gave the Pawn and Two Moves.)

Black. (V. HANNECKEN.)	*White.* (HANSTEIN.)
1. P. to K. fourth	
2. P. to Q. fourth	2. P. to K. third
3. P. to K. B. fourth (*a*)	3. P. to Q. B. fourth
4. P. takes P.	4. Q. to Q. R. fourth (check)
5. Kt. to Q. B. third	5. Q. takes P. at Q. B. fourth
6. Kt. to K. B. third	6. Kt. to Q. B. third
7. B. to Q. third	7. Kt. to K. B. third
8. P. to Q. R. third	8. P. to Q. fourth
9. P. takes P.	9. P. takes P.
10. Q. to K. second (check)	10. B. to K. second
11. B. to K. third	11. P. to Q. fifth
12. B. to K. B. second	12. Q. to Q. R. fourth (*b*)
13. Kt. takes P.	13. B. to K. Kt. fifth
14. Kt. to K. B. third (*c*)	14. Castles on K. side
15. Castles on K. side	15. Q. R. to K. square
16. B. to Q. B. fourth (check)	16. K. to K. R. square
17. Q. to Q. second	17. R. to Q. square
18. Q. to K. third	18. B. takes Kt.
19. Q. takes B.	19. Kt. to K. R. fourth
20. Kt. to Q. fifth	20. Kt. to K. fourth
21. Q. to R. fourth (*d*)	21. Kt. takes B.

22. Kt. takes B.	22. R. takes P.
23. Q. takes P. at Q. Kt. seventh	23. Q. to K. Kt. fourth
24. Q. to Q. B. seventh	24. R. at Q. square to K. B. sq.
25. Q. R. to Q. square (*e*)	25. Kt. to K. sixth
26. P. to K. Kt. third	26. Kt. takes R.
27. R. takes Kt.	27. R. takes B.
28. Q. takes P.	28. R. takes P. at K. R. seventh
29. R. to Q. third	29. R. takes P.
30. Q. to K. third	

White mates in a few moves.

Notes.

(*a*) This move was adopted by the pupils of Philidor, but in the present day is not reckoned sufficiently attacking. It may, however, be played, to prevent openings savouring completely of book knowledge.

(*b*) The sacrifice of the centre Pawn is dangerous; but in games at odds, a really good player may incur some peril without detriment.

(*c*) The able German analyst gives "Kt. takes Kt."

(*d*) The same writer observes, "if 'Q. takes Kt.,' then 'Kt. takes B.'"

(*e*) An oversight, we suppose.

Game played between Messrs. BRIEN and BURDEN, February, 1860.

Black. (Mr. BRIEN.)	*White.* (Mr. BURDEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. B. to Q. B. fourth
3. Kt. to K. B. third	3. P. to Q. third
4. P. to Q. B. third	4. B. to K. Kt. fifth
5. B. to K. second	5. Kt. to Q. B. third
6. P. to Q. Kt. fourth	6. B. to Q. Kt. third
7. P. to Q. R. fourth	7. P. to Q. R. third
8. P. to Q. third	8. Kt. to K. B. third
9. P. to Q. R. fifth	9. B. to Q. R. second
10. P. to K. R. third	10. B. takes Kt.
11. B. takes B.	11. P. to Q. fourth
12. P. to K. Kt. fourth	12. P. takes P. at K. fifth
13. P. takes P. at K. fourth	13. Q. takes Q. (check)
14. K. takes Q.	14. Castles on Q. side (check)
15. K. to Q. B. second	15. P. to K. R. third
16. P. to K. Kt. fifth	16. P. takes P. at K. Kt. fourth

17. P. takes P. at K. Kt. fifth	17. Kt. to K. R. fourth
18. B. to K. Kt. fourth (check)	18. K. to Q. Kt. square
19. R. to K. B. square	19. P. to K. B. third
20. P. takes P.	20. P. takes P.
21. R. to K. B. third	21. R. to Q. third (*a*)
22. B. to Q. R. third	22. Q. R. to Q. square
23. B. takes Kt.	23. R. takes B.
24. Kt. to Q. second	24. R. to K. Kt. fourth
25. R. to K. R. square	25. R. to K. Kt. seventh
26. B. to Q. B. square	26. R. to K. B. square (*b*)
27. Q. R. to K. B. square	27. R. to K. Kt. third
28. Kt. to Q. B. fourth	28. K. to Q. B. square
29. B. to K. third	29. B. takes B.
30. Kt. takes B.	30. K. to Q. second
31. Kt. to Q. fifth	31. K. to K. third
32. Kt. takes Q. B. P. (check)	32. K. to K. B. second
33. Kt. to Q. fifth	33. K. to K. Kt. second
34. Kt. to K. third	34. R. to Q. B. square (*c*)
35. K. to Q. Kt. third	

And wins.

Notes.

(*a*) Ineffectual, as the reply shows.
(*b*) Perhaps "R. to K. B. seventh" is a better resource.
(*c*) Any move that thus brings the hostile King forward cannot avail White much.

Termination of the Match between Messrs. CAMPBELL & WORMALD. This Match came to its conclusion by Mr. CAMPBELL winning the following game. The score being CAMPBELL 7; WORMALD, 4; drawn, 11.

(*Giuoco Piano.*)

Black. (Mr. CAMPBELL.)	*White.* (Mr. WORMALD.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. Kt. to Q. B. third	4. P. to Q. third
5. P. to K. R. third	5. Kt. to K. B. third
6. P. to Q. third (*a*)	6. P. to K. R. third

7. B. to K. third	7. Castles
8. Q. to Q. second	8. B. takes B.
9. Q. takes B.	9. Kt. to K. second
10. P. to Q. fourth	10. Kt. to K. Kt. third
11. Castles on Q.'s side	11. Q. to K. second
12. P. to K. Kt. third	12. B. to K. third
13. P. to Q. fifth	13. B. to Q. second
14. K. Kt. to Q second	14. P. to Q. R. third
15. P. to K. B. fourth	15. P. to Q. Kt. fourth
16. B. to Q. third (*b*)	16. P. to Q. Kt. fifth
17. Kt. to K. second	17. P. takes K. B. P.
18. P. takes P.	18. K. Kt. takes Q. P.
19. Q. to K. Kt. third	19. K. Kt. to Q. Kt. third
20. Kt. to K. B. third	20. K. R. to Q. B. square
21. K. R. to K. Kt square	21. Q. to K. B. square
22. P. to K. B. fifth	22. Kt. to K. fourth
23. Kt. takes Kt.	23. P. takes Kt.
24. Q. takes K. P	24. P. to K. B. third
25. Q. to K. Kt. third	25. B. to K. square
26. Kt. to K. B. fourth	26. B. to K. B. second
27. Kt. to K. Kt. sixth	27. B. takes Kt.
28. Q. takes B.	28. K. to K. R. square
29. P. to K. fifth	29. Kt. to Q. second
30. Q. R. to K. square	30. P. takes P.
31. P. to K. B. sixth	31. Kt. takes P.
32. Q. R. to K. B. square	32. Q. to K. Kt. square
33. R. takes Kt.	33. K. R. to K. B. square
34. Q. takes K. R. P. (check)	

And White resigned.

Notes.

(*a*) The opening is very carefully played; but, considering that eleven games in the match have already been drawn, the two combatants are evidently watching each other to profit by the slightest flaw.

(*b*) This is very well played; Black gives up a Pawn intentionally, but his position thereby becomes so strong, that we believe White, even with the best play, could not have saved the game after having taken Queen's Pawn.

HUDDERSFIELD CHESS CLUB. (From the *Huddersfield Chronicle.*) The annual meeting of this club was held on Saturday, Jan. 28, at the Imperial Hotel. The club room was opened for Chess play at three P.M., and amongst the Huddersfield amateurs present were—D. MARSDEN, Esq., the President of the club; D. A. COOPER, Esq., the Vice-president; Mr. JOHN WATKINSON, late Honorary Secretary of the club; Mr. WALTER PARRATT, who has been appointed to the office lately resigned by Mr. WATKINSON; and Messrs. J. R. ROBINSON, E. W. TARN, J. P. ROBERTON, S. CROSLAND, WARBURG, BEERENSSON, R. HINCHLIFF, J. ROBERTS, E. WOODHOUSE, &c. The visitors from neighbouring towns who honoured the club with their presence were as follows:—From Leeds, Mr. W. MANN; from Wakefield, Mr. W. H. B. TOMLINSON, secretary to the Wakefield Club, and Mr. DAVY; from Bradford, Messrs. M. E. WERNER, H. AMMELBURG, B. BROUGHTON, and HAHLO. Messrs. GLEDHILL and SCOTT were present from Honley. At six o'clock the company adjourned to a most substantial tea, which was provided in first-rate style by Mr. BRADLEY; after which Chess play was resumed, and kept up with spirit to an advanced hour. Our Chess playing readers will recollect that a game was published in our columns some month or two back between Mr. WALTER PARRATT, of this town, and Mr. M. E. WERNER, of Bradford, which was won by the former. Since that time, and indeed arising out of the said publication, a match has been arranged between these gentlemen, and the details were agreed upon on Saturday last. The terms are, in brief, as follows:—That the first winner of seven games be declared the victor; that the games be played alternately at Huddersfield and Bradford; that the laws as laid down in "Staunton's Chess Players' Handbook" be strictly observed; that members of the Huddersfield and Bradford Clubs shall have free admission during play; that the prize to be played for be a set of Staunton Chess men, value two guineas. At the suggestion of Mr. WATKINSON, both players agreed to commence all their games with "P. to K. fourth," in order to secure more scientific openings, and to shut out close games. The following entertaining specimen of the *Evans' Gambit* was contested on Saturday last between Mr. JOHN WATKINSON and an Amateur from one of the neighbouring clubs:—

White. (Mr. WATKINSON.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. Castles	5. P. to Q. third

6. P. to Q. B. third	6. B. to Q. R. fourth
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Kt. to Q. B. third (*a*)	9. B. to K. Kt. fifth
10. P. to K. fifth (*b*)	10. Kt. takes Q. P.
11. R. to K. square (*c*)	11. B. takes Kt.
12. P. takes P. (dis. check)	12. K. to Q. second
13. P. takes B.	13. Q. to K. B. third
14. P. takes Q. B. P. (*d*)	14. Q. takes K. B. P.
15. Kt. to Q. Kt. fifth	15. Q. to K. B. third (*e*)
16. B. to Q. Kt. second	16. Q. to K. Kt. third (check)
17. K. to B. square (*f*)	17. Q. to Q. B. third
18. Q. to K. Kt. fourth (check)	18. Kt. to K. third
19. Q. R. to Q. square (check)	19. K. to K. square
20. Q. R. to Q. sixth	20. Q. to Q. B. fourth
21. K. R. takes Kt. (check)	

And Black resigns.(*g*)

Notes.

(*a*) Mr. Morphy considers this to be the most attacking play at this point.
(*b*) "Q. to Q. R. fourth" is recommended here by Mr. Fraser, of Dundee, in his analysis of the *Evans' Gambit*.
(*c*) The position is critical for both parties at this juncture.
(*d*) White's play from this point to the end of the game is of a very high order.
(*e*) Exchanging Queens would evidently have lost Black a piece.
(*f*) "K. to R. square" would have lost a piece.
(*g*) The mate is forced in three moves.

CHESS IN NEWCASTLE-ON-TYNE.

Between two Amateurs of the Northumberland Chess Club.

(*Scotch Game*).

White. (Mr. C.)	*Black.* (Mr. P. T. D.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to Q. B. fourth
5. Kt. to K. Kt. fifth	5. Kt. to K. R. third
6. Kt. takes K. B. P.	6. B. to Q. Kt. fifth (check) (*a*)

7. P. to Q. B. third	7. P. takes P.
8. P. takes P.	8. B. takes P. (check)
9. Kt. takes B.	9. Kt. takes Kt.
10. B. takes Kt. (check)	10. K. takes B.
11. Q. to Q. fifth (check)	11. K. to B. square
12. P. to K. fifth (*b*)	12. P. to Q. third
13. B. to Q. R. third	13. Q. to K. square
14. P. to K. B. fourth	14. B. to K. third
15. Q. to Q. third	15. Q. to K. Kt. third
16. Q. to K. B. third	16. K. to K. second (*c*)
17. Q. R. to Q. square	17. Q. R. to Q. square
18. Kt. to Q. fifth (check) (*d*)	18. K. to B. second
19. P. to K. B. fifth	19. Q. takes P.
20. Q. takes Q.	20. B. takes Q.
21. Castles	21. P. to K. Kt. third (*e*)
22. P. to K. Kt. fourth	22. P. takes P.
23. P. takes B.	23. P. takes P.
24. R. takes P. (check)	24. K. to K. third
25. R. to B. sixth (check)	25. K. to Q. second
26. Kt. to Q. Kt. sixth (check)	26. K. to K. square
27. Kt. to Q. fifth	27. R. to Q. second
28. B. to Q. Kt. second (*f*)	28. R. to K. Kt. square (check)
29. K. to B. square	29. R. to K. B. square
30. R. takes R. (check)	30. K. takes R.
31. B. to Q. R. third (check)	31. K. to B. second
32. K. to K. Kt. second	32. K. to K. third
33. Kt. to Q. B. third	33. R. takes R.
34. Kt. takes R.	34. P. to Q. Kt. fourth
35. B. to Q. B. fifth	35. P. to Q. R. fourth
36. Kt. to Q. B. third	36. P. to Q. Kt. fifth
37. Kt. to Q. R. fourth	37. K. to Q. fourth
38. B. to K. B. second	38. K. to Q. B. fifth
39. K. to K. B. third	39. K. to Q. Kt. fourth
40. Kt. to Q. B. fifth	40. Kt. to Q. fifth (check)
41. B. takes Kt.	41. P. takes B.
42. Kt. to K. sixth	42. P. to Q. B. fourth
43. K. to K. fourth	43. K. to B. fifth
44. Kt. to K. B. fourth	44. P. to Q. R. fifth

45. Kt. to Q. third	45. P. to Q. R. sixth
46. Kt. to Q. B. square	46. K. to Q. B. sixth
47. Kt. to Q. Kt. third	47. P. to Q. sixth
48. K. to K. third	48. P. to Q. B. fifth
49. Kt. to Q. B. fifth	49. P. to Q. Kt. sixth
50. P. takes P.	50. P. to Q. R. seventh

And White resigns.

Notes.

(*a*) We cannot recommend this move, it occurred in a game between Deschapelles and a strong Amateur, and was made by the former player, who, in spite of his great abilities, was conspicuous for his want of knowledge of the openings; the correct play would have been the following:—

White	*Black.*
	7. Kt. takes Kt.
8. B. takes Kt. (check)	8. K. takes B.
9. Q. to K. R. fifth (check)	9. P. to K. Kt. third (best)
10. Q. takes B. (best)	10. P. to Q. fourth

the last move has been introduced by Cochrane and gives the second player the better game.

(*b*) Castling was evidently the better move.

(*c*) At this stage of the game, "B. to Q. B. fifth" would have been more efficacious.

(*d*) Again we should have preferred castling, in order to bring the King's Rook to bear on the attack.

(*e*) Moving the King was equally bad.

(*f*) Why not take Knight with Rook, and win the game off-hand?

Game lately played between Herr HARRWITZ and Mr. BARNES.

White. (Herr HARRWITZ.)	*Black.* (Mr. BARNES.)
1. P. to Q. fourth	1. P. to K. B. third
2. P. to K. fourth	2. P. to K. third
3. P. to Q. B. fourth	3. P. to Q. B. fourth
4. P. to Q. fifth	4. P. to K. fourth
5. P. to K. B. fourth	5. P. to Q. third
6. P. to K. B. fifth	6. P. to K. Kt. third
7. Kt. to Q. B. third	7. P. to Q. R. third
8. B. to Q. third	8. B. to K. R. third
9. Kt. to K. R. third	9. Q. to K. second
10. Castles	10. B. takes B.
11. R. takes B.	11. P. takes P.
12. P. takes P.	12. Q. to K. B. second

13. Kt. to K. fourth	13. K. to K. second
14. Q. to Q. second	14. Q. to K. R. fourth
15. Q. to Q. R. fifth	15. Q. to K. square
16. Q. to Kt. sixth	16. Q. to Q. second
17. P. to Q. Kt. fourth	17. Q. to Q. square
18. Q. takes Q.	18. K. takes Q.
19. P. takes P.	19. P. takes P.
20. Kt. takes P.	20. Kt. to Q. second
21. Kt. to K. sixth (check)	21. K. to K. second
22. P. to Q. B. fifth	22. P. to Q. Kt. fourth
23. P. to Q. sixth (check)	23. K. to B. second
24. B. to K. fourth	24. R. to R. second
25. B. to Q. fifth	25. K. to K. square
26. Kt. to K. B. second	26. Kt. to K. B. square
27. Kt. to K. fourth	27. B. takes Kt.
28. P. takes B.	28. Kt. to K. Kt. third
29. P. to Q. B. sixth	29. K. Kt. to K. second
30. Kt. takes P. (check)	30. K. to Q. square
31. P. to Q. B. seventh (check)	31. K. to Q. B. square
32. P. mates	

We extract from Herr LÖWENTHAL's Work, Book IV., the following Game, won by Mr. BARNES. It is one of the five games played by Mr. MORPHY simultaneously against five strong Chess players. The Notes are by the Author.

Game between Mr. MORPHY and Mr. BARNES.

(*Petroff's Defence.*)

White. (Mr. MORPHY.)	*Black.* (Mr. BARNES.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. B. to B. fourth.	3. Kt. takes P.
4. Kt. to B. third	4. Kt. takes Kt.
5. Q. P. takes Kt.	5. P. to K. B. third
6. Castles	6. Q. to K. second
7. Kt. to R. fourth	7. P. to Q. third
8. Q. to R. fifth (check)	8. K. to Q. square
9. P. to B. fourth	9. B. to K. third

10. B. takes B.	10. Q. takes B.
11. P. takes P.	11. Q. P. takes P.
12. Kt. to Kt. sixth	12. B. to B. fourth (check) (*a*)
13. K. to R. square	13. R. to K. square
14. Q. takes R. P.	14. Q. to Kt. square
15. Q. to R. fifth	15. Kt. to Q. second
16. P. to Q. Kt. fourth	16. B. to Q. third
17. B. to Q. second (*b*)	17. Q. to B. second
18. Q. to Kt. fourth	18. Q. to K. third
19. Q. to K. fourth	19. Kt. to Kt. third (*c*)
20. Q. takes Kt. P. (*d*)	20. Q. to Kt. fifth
21. P. to Q. R. fourth	21. R. to Q. B. square
22. Q. R. to Q. square	22. Q. takes Kt.
23. B. to K. third	23. Kt. to B. fifth
24. Q. to B. sixth	24. Q. to B. second (*e*)
25. B. takes P.	25. P. to K. fifth
26. R. to Q. fourth	26. Q. to R. fourth (*f*)
27. R. to B. fourth (*g*)	27. P. to K. sixth
28. P. to Kt. fourth	28. P. to K. seventh (*h*)
29. P. takes Q.	29. P. to K. eighth, becoming Q. (check)
30. K. to Kt. second	30. R. to K. seventh (check)
31. K. to R. third	31. P. to K. B. fourth
32. Q. takes Kt.	32. Q. to B. eighth (check) (*i*)
33. K. to R. fourth	33. R. takes P. (check)
34. K. to Kt. fifth	34. Q. to Kt. seventh (check)
35. R. to Kt. fifth	35. P. takes R.
36. Q. to B. seventh	36. Q. to B. third
37. P. to Kt. fifth	37. Q. to Q. second
38. R. takes B.	38. Q. takes R.

And wins.

Notes.

(*a*) Playing "Q. to K. B. second," or to "K. square," would only lose the exchange, as White would rejoin with "Q. to Q. square (check)," and then capture R.

(*b*) Intending, probably, to advance "P. to Q. B. fourth;" but it would have been much stronger play to post this B. at K. third.

(*c*) A very subtle, clever move, the true motive of which White entirely overlooked.

(*d*) Curiously enough, this move, as Black foresaw, costs White his Kt.
(*e*) Had Black taken B. with Kt., White would have captured B. with R. (check), at least regaining the piece, with an attacking situation.
(*f*) Menacing mate, and capitally played.
(*g*) On examination, it will be found that any other move loses the game quickly.
(*h*) The timely march of this Pawn decides the game, and is effected in excellent style. White has no choice but to take the Queen.
(*i*) An uncommonly beautiful move; if White takes Queen, Black gives mate at once.

This Game is also taken from Herr LÖWENTHAL's Work, *Casual Games*.

Game played between Messrs. BODEN and MORPHY.

(*King's Bishop's Opening.*)

White. (Mr. BODEN.)	*Black.* (Mr. MORPHY.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to B. fourth	2. Kt. to K. B. third
3. Kt. to K. B. third	3. Kt. takes P.
4. Kt. to B. third	4. Kt. takes Kt.
5. Q. P. takes Kt.	5. P. to Q. B. third
6. Kt. takes P.	6. P. to Q. fourth
7. Castles	7. B. to Q. third
8. R. to K. square	8. B. to K. third
9. B. to Q. third	9. Kt. to Q. second
10. P. to K. B. fourth	10. Kt. takes Kt.
11. P. takes Kt.	11. B. to B. fourth (check)
12. K. to R. square	12. Q. to R. fifth
13. B. to K. third	13. B. takes B.
14. R. takes B.	14. Castles (K. R.)
15. Q. to K. square	15. Q. to R. third
16. Q. to Kt. third	16. Q. R. to K. square
17. Q. R. to K. square	17. P. to Q. B. fourth
18. B. to K. second	18. B. to Q. second
19. B. to B. third	19. Q. to K. third
20. R. to Q. third	20. B. to B. third
21. P. to Q. Kt. fourth	21. P. to Q. Kt. third
22. P. to Q. R. fourth	22. B. to B. third
23. P. to Kt. fifth	23. B. to Kt. second
24. P. to B. fourth	24. P. takes B. P.
25. R. to Q. sixth	25. Q. to K. second

26. B. takes B.	26. Q. takes B.
27. P. to K. sixth	27. Q. to Q. B. second
28. Q. R. to Q. square	28. R. to Q. square
29. K. to Kt. square	29. R. takes R.
30. Q. takes R.	30. Q. takes Q.
31. R. takes Q.	31. R. to K. square
32. K. to B. second	32. K. to B. square
33. K. to B. third	33. K. to K. second
34. R. to Q. seventh (check)	34. K. takes P.
35. R. takes R. P.	35. R. to K. second
36. R. to R. sixth	36. R. to Kt. second
37. P. to R. fifth	37. K. to Q. third
38. P. takes P.	38. K. to K. third
39. K. to K. third	39. P. to Kt. fourth
40. P. to Kt. fourth	40. K. to Q. third
41. K. to K. fourth	41. K. to K. third

The remainder of the game was never recorded. In the present position White has a won game, but it terminated in a draw.

CHESS IN THE METROPOLIS.

Herr Harrwitz has just returned to London from an excursion in the Isle of Wight, which lasted several weeks. His stay in the little town of Ryde has given a fresh impulse to Chess there. The Philosophical Society which exists in the above-named place has decided upon having once a week (Saturday) a Chess meeting. Herr Harrwitz during his sojourn in Ryde performed, as we have heard, one of his "*tours de force*," playing eight players at the same time, upon eight different chess boards, giving odds to all the players but one, and winning every game. We are glad to learn that his return to town has already resulted in the formation of a match with one of the English Chess celebrities, Mr. Mongredien, the President of the London Chess Club; the winner of the first seven games to be the victor. Herr Harrwitz gives to his opponent three games out of seven.

CHESS IN THE COUNTRY.

In Hanley, Staffordshire, there has been for some time a Chess Club attached to the Mechanics' Institution, the members of which Club are devoted followers of Caissa. The institution has started a new Monthly Magazine entitled *The Potteries Mechanics' Institution Magazine*, to which a Chess column is attached. We have seen the first Number, and hope it will meet with the success it deserves.

SOLUTIONS TO PROBLEMS.

No. 49. *Page* 31.

White.	*Black.*
B. to K. fourth	Anything
Q. or R. mates	

No. 50. *Page* 31.

White.	*Black.*
R. from Q. second to Q. sixth	Q. takes P. (check)
R. to Q. second (dis. check)	Q. to K. second
R. to K. B. second	
and mates.	
	(*a*)
	Q. to Q. Kt. second (check)
R. to Q. Kt. (dis. check)	Q. interposes
R. to K. B. sixth	
and mates.	
	(*b*)
	Q. to K. third
R. to Q. seventh (dis. check)	K. to Kt. square
R. takes R.	
and mates.	
	or
	Q. interposes
B. takes Q.	
	(*c*)
	Q. to K. B. second
R. to K. Kt. sixth (dis. check)	Q. interposes
R. to K. Kt. eighth	
and mates.	
	(*d*)
	Any other move.
Mates by double check, or with the Rook or Bishop.	

No. 51. *Page* 32.

White.	*Black.*
R. checks	K. to corner
R. to Q. Kt. eighth (check)	K. moves
R. to corner (check)	K. takes R.
B. checks	K. moves
P. mates	

No. 52. *Page* 32.

White.	*Black.*
Kt. to Q. fifth (check)	K. to K. third (best)
Q. to Q. B. seventh	Q. to Q. R. sixth (best)
Q. to K. B. fourth	Q. to Q. B. fourth
Kt. to Q. B. seventh (check)	Q. takes Kt.
Q. to K. B. fifth (check)	K. moves
Q. to Q. fifth	
and mates.	

No. 53. *Page* 63.

White.	*Black.*
1. Q. to Q. square	1. P. to K. B. sixth (or A. or B.)
2. Q. takes Q. P.	2. B. to Q. third, or Q. to B. second
3. Q. takes Q. B. (check)	3. R. takes Q.
4. P. mates	

If Black plays 2. "R. takes Q." then White checks with R., &c.

If he play 2. "R. to K. B. square (check)," then "K. takes R.," and Q. mates at K. Kt. eighth.

If 2. "B. takes P. (check)" then "Kt. takes B. (check)," and Q. mates.

(A)

	1. R. takes Q.
2. R. takes B.	2. R. to K. B. square (check)
3. K. takes R.	3. Anything
4. P. or R. mates	

If Black play 2. "R. to K. R. eighth," then White plays "R. takes B. (check)," and 4. "P. mates."

(B)

	1. R. checks
2. K. takes R.	2. B. takes P.
3. Kt. takes B. (check)	3. K. moves
4. Q. to K. R. fifth, mates	

ANALYSIS.

If White were to play 1. "Q. to Q. seventh," Black would have a satisfactory reply in "Kt. to Q. B. third."

If White play 1. "Q. takes Kt. at R. square," Black would reply with "P. to Q. fifth."

If White play 1. "Q. takes Kt. at R. fourth," Black will check with R. then play "B. takes P;" and if White play 1. "R. takes B." and on Black's taking "R. with R.," play 2. "Q. takes K. B. P." he cannot mate in less than five moves.

No. 54. *Page* 63.

1. B. to K. R. sixth	1. P. Queens
2. Kt. to K. B. second	2. Kt. takes Kt.
3. Q. to K. third (check)	3. K. takes Q.
4. R. to Q. fifth (dis. check)	

and mates.

No. 55. *Page* 64.

1. Q. to K. B. fifth	1. K. moves
2. Kt. to Q. second (check)	2. Ditto
3. Q. to K. R. fifth	3. Ditto
4. Q. to Q. B. third (mates).	

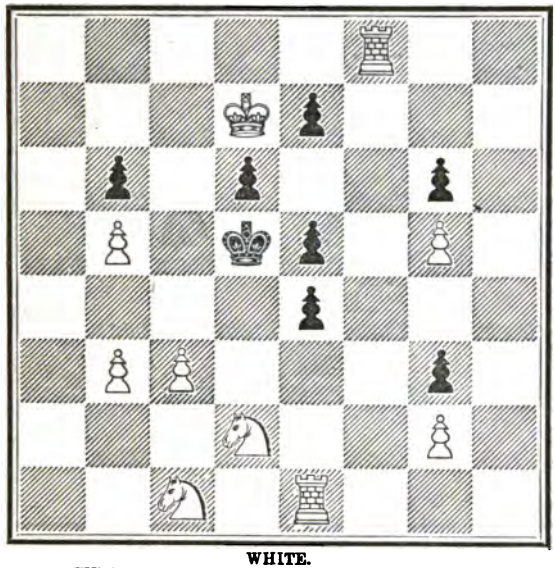
N.B.—The Black Pawn is necessary to prevent him at the third move, moving from K. to K. square, ending with the Q. at K. fourth.

No. 56. *Page* 64.

1. Kt. to Q. B. fourth (check)	1. Q. takes Kt. (best)
2. R. takes P. (check)	2. Q. takes R.
3. Q. to K. fourth (check)	3. B. takes Q.
4. P. to K. B. fourth (check)	4. K. to K. B. fourth
5. B. to K. R. seventh (mates).	

No. 57. Problem by J. A. CONROY, Esq., Dublin (dedicated to the Members of the Dublin Library Chess Club).

BLACK.



WHITE.

White to move and mate in three moves.

No. 58. Problem by W. WILSON, Esq., from actual play.

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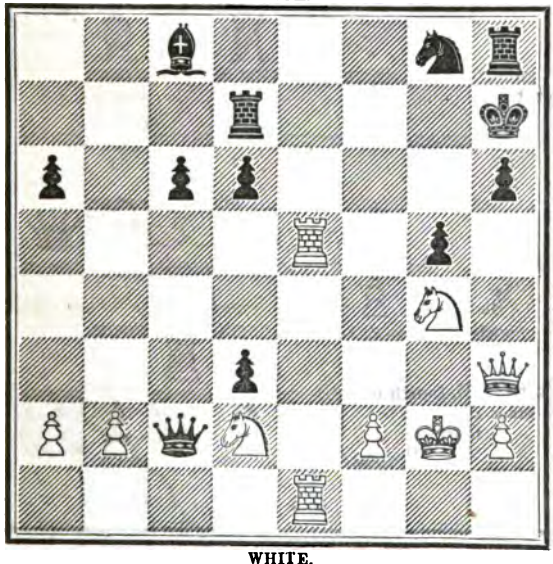

WHITE.

White to play, and mate in four moves.

No. 59. Problem by T. HAZEON, Esq., North London Chess Club.

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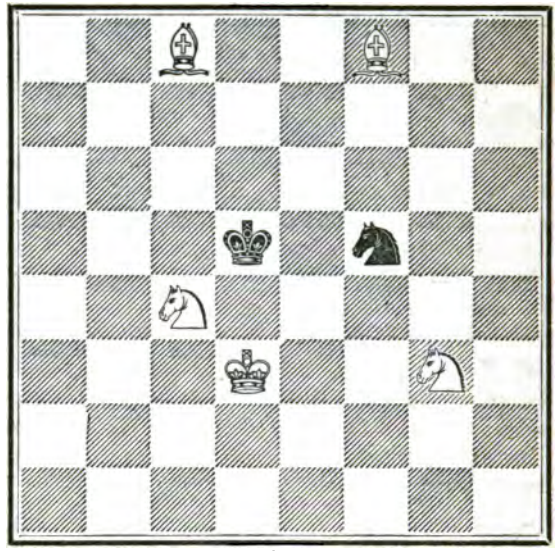

WHITE.

White to move, and mate in four moves.

No. 60. Problem by J. A. MILES, Esq., Fakenham.

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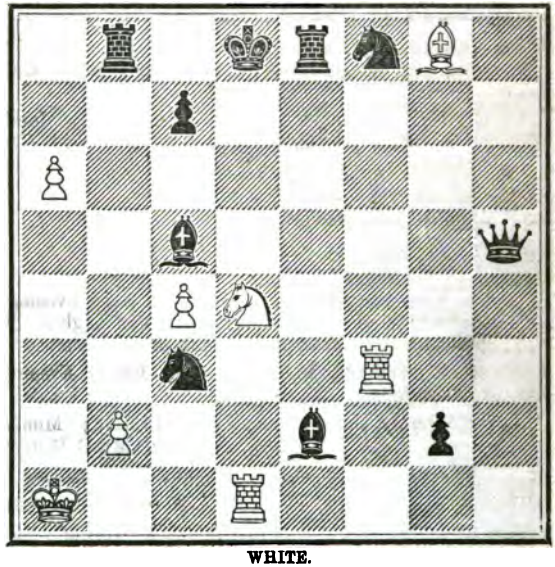

WHITE.

White to move, and mate in five moves.

Chess Praxis. A Supplement to the Chess Player's Handbook. By HOWARD STAUNTON. London: Henry G. Bohn, York Street, Covent Garden.

THIS is the title of one of the latest Chess books which have been presented to the English reader. We should have already mentioned it in a former number, but were prevented from doing so by the size of the book, extending over six hundred pages, which required considerable time for a careful perusal. As we have now completed this task, we are enabled to inform our readers that Mr. STAUNTON is one of the contributors to this work, and that his chief collaborators were, the Rev. W. WAYTE, of Eton; Mr. E. WALKER, M.A., of Trinity College, Cambridge; and Dr. FREEMAN; as Mr. STAUNTON himself candidly states in the preface. The very names of these gentlemen led us to the expectation, which we found verified after perusal, of finding much interesting matter in this voluminous treatise. But, however acceptable this book may be to the general reader, we are in duty bound to point out some of those defects which are invariably found in works compiled in a hurry, and owing their existence to the combined labours of heterogenous minds.

The first part of the book is devoted to what is supposed to be destined to become the future code of Chess laws, and therefore has a claim upon every Chess player's attention. This code of laws is preceded by an introduction, in which, among other things, we find a quotation very much to the purpose, "Order brings all things into view." How little this beautiful adage has been observed, may be seen by the very division of the code into chapters, the number of which is five.

Chapter I. contains the fundamental laws of Chess, and legal definitions.(?) Followed by notes and observations on Chapter I.

Chapter II. contains regulations for playing, followed by notes and observations on Chapter II.

Chapter III. contains rules for playing the game at odds, with notes and observations on Chapter III. In this chapter are also given the rules for playing the game by correspondence, and by consultation.

Chapter IV. treats of *a Queened Pawn*, and is, of course, all notes and observations. Now, we should like to know for what reason a queened pawn should have a chapter of its own.

Chapter V. treats of castling, counting fifty moves, duration, false

and illegal moves and captures, errors in castling or checking, penalties and annulled games, and finally, of Chess notation.

What order, we ask, is observed in this division of chapters, why, it really makes confusion worse confounded. Before proceeding to analyse the laws of each chapter separately, we must here observe, that the notes and observations, which accompany each chapter, are very valuable and highly interesting, and will certainly be very useful in the formation of a code of Chess laws; we only wonder how it was, that with so splendid a material, no better results have been obtained.

The first chapter is headed:—Fundamental Laws of Chess, and Legal Definitions. We were at first at a loss to understand what was meant by legal definitions, but in reading the chapter through, we found it to mean definitions of technical terms; now, in our opinion, no doubtful expressions should be used in a code of laws. This chapter has twenty-three paragraphs, which are respectively headed:—1. The Chess Board. 2. The Chess Men. 3. Position of the Chess Men. 4. Moves of the Chess Men. 5. The King. 6. The Queen. 7. The Rook. 8. The Bishop. 9. The Knight. 10. The Pawns. 11. Power of Capture. 12. Power of Attacking, Checking, and Guarding. 13. The Move and forced Move. 14. Queening a Pawn. 15. Castling. 16. Check. 17. False move and Illegal move. 18. *J'adoube.* 19. *Giuoco a Monte.* 20. Annulled Game. 21. Drawn Game. 22. Stale Mate. 23. Checkmate.

This number may be, with great advantage, reduced to twenty, as paragraph 4, "The moves of the Chessmen is not required, the moves of every piece being separately given." The paragraph,[1] moreover, is incomplete, as some of the pieces move not only forwards and backwards, but also sideways, or horizontally, viz., the Queen and Rook. The 19th paragraph, *Giuoco a monte*, is no doubt an innovation, but certainly no improvement in the phraseology of Chess; we have played Chess in almost every country in Europe, but never heard the term before; the Italian words simply mean, to begin afresh. The following is the definition given to the term *Giuoco a monte*:—"This is a term implying the retracing of certain moves which have been made after an unnoticed illegality has been committed, such as leaving the King in check, castling in defiance of the established conditions, and

[1] "All the pieces may move backwards or forwards indifferently. The Pawns can only move forwards."

so forth. The 20th paragraph, Annulled game, may also be left out, for an annulled game is no game at all, nor is annulled a technical Chess term; for the same reason, nay *a fortiori*, we may give in a Chess code the definitions of a postponed, or a procrastinated game. The definition given in the *Praxis* of an annulled game is certainly a remarkable one. "An annulled game is one which, for any reason, has not been played out." We, in our simplicity, should call such a game an unfinished game. We must here observe, that under the head 14 we find, Queening a Pawn; now we believe, that for the sake of brevity, consistency, and above all of order, the whole of Chapter IV., which besides is very short, may have been given in notes to paragraph 14. Thus, the part of Chapter V., which treats of castling, ought to have been given in the notes to paragraph 15. The second chapter being headed, Regulations for Playing, and containing nineteen rules, we should therefore have preferred to head:—Rules for Playing. In this chapter, rules, regulations, and penalties are indiscriminately mixed up. We shall, however, give the different heads, and our objections to them. Rule I. "Wrong position of the Chess Board." This paragraph should come under the head of penalties, which forms no chapter of the present code; that it ought to be so, will be evident from the following example: suppose the player, who has a very bad position, discovers, in the middle of the game, that the board is in a wrong position, to annul the game would therefore be a penalty to his adversary who had almost a won game. Now, irrespectively of the question:—what ought to be done when the board is discovered to be in a wrong position? another question remains, is there to be a penalty or not? and this ought to be decided in the chapter of penalties. Rule II. Omission or misplacement of the Chess Men. This paragraph, as well as the former, belongs to the chapter of penalties. Rule III. Right of move and choice of colour. This paragraph properly belongs to the same chapter. Rule IV. Commencing out of turn. Also belongs to the chapter of penalties. Rule V. Two moves in succession. Also belongs to the chapter of penalties. Rule VI. Touch and move. This rule belongs partly to the first chapter, under the head *J'adoube*, and partly to the chapter of penalties. We must also observe here, that we think it contrary to the fundamental laws of Chess, to enforce the following penalty as given in this rule. "If a player touches his King, and he cannot legally move it, he must play any other man,

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legally moveable, that his adversary pleases." We must, besides, decidedly object to the term employed in this rule, *a player who touches with his hand one of his own or his adversary's men.* It will happen to the best and most experienced player to touch with his hand (by accident) one of his own or his adversary's men, and nobody ever dreamt of inflicting a penalty; the term ought to be *who takes hold*, or if very severe, who touches with his fingers. Rule VII. Touching a square with a man. This penalty law has certainly no other merit than its novelty. For the edification of our readers, we shall give the whole paragraph:—"A move is complete and irrevocable (provided it be a legal one,) the moment the piece or pawn has quitted the player's hand; but as long as the hand remains on the man touched, it may be played to any square it commands which the player has not touched with it during his deliberation on the move. But it must always be played to a different square from that it occupied previously to the move, and, if it has touched all the squares it commands, it must be played to any one of them the opponent elects." By what strain of reasoning the author of this rule came to the conclusion that because a player touches a square with a man he has no right to place the man upon it, we are at a loss to guess. Rule VIII. We again quote the whole of this penal rule, not only for the extraordinary severity of the penalties it intends to inflict, but as being in flagrant contradiction to the fundamental laws. "If a player be guilty of a false move by playing a Piece or Pawn of his own to a square to which it cannot legally be moved, or capture an adverse man by a move which cannot be legally made, he must, at the choice of his adversary, either move his own, or take the adverse man legally, forfeit his turn to move, or play any other man legally moveable which his adversary may select. Castling, under circumstances forbidden in the fundamental laws, must be considered a false move in the meaning of this clause." In the existing code, the penalty is, that the guilty party, at the option of his adversary, must either move his own man, or take the adverse man legally, or move the King; and this is, in our opinion, as heavy a penalty as ought to be inflicted, as in many cases it causes the loss of the game. This new rule, however, violates directly, one of the fundamental laws of the game, which, by-the-by, has been entirely forgotten in this new code of laws, viz., *the players to move alternately.* We engage to give any player a Rook who allows us once in each game to make two moves successively.

Several other violations of the fundamental laws may result from the loss of the move. Thus, according to this rule, should a player by mistake have castled, his King being in check, his adversary has the power, by depriving him of his turn to move, to replace his King into check. The eight pages of the fifth chapter, treating of false and illegal moves, ought to have found their place here. Rule IX. Touching more than one man. We have already strongly objected to the term "touching with his hand." Rule X. Enforcing penalties, *Giuoco a monte*. The first part of this rule says—"A penalty can only be enforced before the adversary has touched a man in reply." Now, suppose *A* makes a false move with his Knight giving check to the King, *B* touches his King, but at the same time perceives the false move, still, as the law is laid down here, not only can he enforce no penalty for the false move, but having touched his King, he must move it. At any rate this eventuality is not provided for. The second part of this rule proves what we said, about the utter inutility of the new fangled technical term *Giuoco a monte*. It says,—"If an illegality is discovered at any later period, the move on which it was committed, and all made subsequently, must be retracted, and the error corrected at the offending party's own option." The author, to be consistent, ought to have acknowledged his own principle, and said,—"If an illegality is discovered at any later period, there must be a *Giuoco a monte*." This part of the rule concludes with the following sentence:—"If the source of a manifest illegality cannot be discovered, the game must be annulled." This is good English, and will be understood by every one, without elevating the annulled game to the dignity of a technical term. Rule XI. Check. There is a passage in this rule which does not accord with Rule VIII., which will be seen by reading the two paragraphs. Rule XII. A King remaining in check. This is only a repetition of the *Giuoco a monte*, and the annulled game of Chapter I. Rule XIII. *J'adoube*. The same as in the old laws. Rule XIV. The counting fifty moves. This is one of the rules upon which doctors do not agree. We only remark here that the three pages in Chapter V. of this code ought to have found a place in this chapter, as well as the three pages on Duration, of which Rule XV. treats. Rule XVI. Upsetting the Board; and, Rule XVII. Dropped Man. Both these rules had better been omitted, as well as the two last, Rule XVIII. Abandoning the game, and Rule XIX. The Umpire or

Bystander. We cannot help quoting the concluding sentence of this chapter, which gives a rather uncommon definition of the word Bystander:—

"The term bystander comprises any impartial player of eminence who can be appealed to, absent or present."

The Third Chapter contains, Rules for playing the game at Odds. Rules for playing the game by Correspondence, and the Rules for playing the game by Consultation. These secondary rules ought to have found a place in the second chapter, in the respective paragraphs, as will be seen on perusal.

We have mentioned before the contents of the fourth and fifth chapters, and, as they contain only notes and observations, with the exception of the concluding dissertation upon Chess Notation, which is a matter extraneous to a code of laws, we here terminate our remarks upon the code of laws, and pass to the second part of the work.

Openings and Illustrations, supplemental to the *Chess Player's Handbook*. This part of the work extends over nearly four hundred pages, and contains 214 illustrative games, of which, however, very few enjoy the merit of novelty; by far the greater part have been copied, notes and all, from the *Chess Player's Chronicle*, a fact which ought to have been stated in the book; a considerable number have also been taken from MAX LANGE'S *Schachpartien*, equally ready furnished with notes. The only new games are about a dozen or so played at the Birmingham Tournament, the whole of which games we expected to find in this volume. Another strange omission is, that in the openings, the Queen's *Gambit* has been entirely overlooked; not a single game illustrative of that opening has been given, nor the opening been mentioned at all. The meagre analysis of the Knight's game of *Ruy Lopez*, and the few illustrative games, only eight in number, seem to us a serious defect, as the original analysis in the *Handbook* is by no means of a superior kind. With all these drawbacks it cannot be denied that this part of the book will be of considerable advantage to the English student.

The third and last part of the book is called the Appendix, and consists of the well known MORPHY games to the number of about 150. These games are prefaced by a few lines which lead us to infer that the work was done by contract—so much for so much. The author says:—"The notes to the games in the Appendix are generally taken

from the publications in which they at first appeared, and are generally good, although we cannot always approve of the taste which prevailed in the choice of them.*

* Our readers will agree with us that such remarks as those below ought not to be found in a standard work.

"If Mr. Löwenthal's original talent for Chess were equal to his acquired, he might, perhaps, aspire to occupy a place in the first rank of living players; but, with all the advantage of incessant practice, a life, in fact, devoted to the game, and more knowledge of what can be learned by books of the openings and end-games than one player in ten thousand possesses—he will never, we fear, in any sustained struggle with a powerful and practised player, do more than snatch a stray game. He has not a particle of self-reliance. If, through his great practical and theoretical familiarity with every début, he can at the outset acquire a superiority, as in the present instance, he will sometimes, through that advantage, score the game; but, if his spring fail, he rarely or never recovers himself." —*Illustrated London News.*

"The German writer, Langé, remarks, that Mr. Löwenthal, in saying that White has already 'a splendid game,' clearly shows his want of judgment of position in games like the present. It is true enough that Mr. Löwenthal is a very poor judge of position, but his public criticisms on the games between Anderssen and Morphy must not be taken as the expression of his genuine opinion. 'Let go thy hold,' recommends a certain philosophical fool, 'when a great wheel runs down a hill, lest it break thy neck with following it; but the great one that goes up the hill, let him draw thee after.'"

"Mr. Morphy would hardly have dared to advance his Pawns on both wings thus against an opponent of really first-rate proficiency. From this point he has a very hazardous position."

EXTRACT FROM THE XV. CHAPTER OF DR. FORBES'S ENLARGED HISTORY OF CHESS.

(Now Publishing.)

CHESS IN RUSSIA.

We have every reason to infer that the Sclavonic people acquired their knowledge of Chess direct from India by means of the Tartars or Moguls. This applies more especially to the Russians who are still semi-Asiatic, and who, a century and a half ago, were scarcely reckoned as one of the European nations. This inference is founded on etymological and linguistic data, which, when rationally and legitimately employed, lead to valuable results in our researches respecting the intercourse which took place in days of yore between the various races of mankind.

In the *Chess Player's Chronicle* for 1852, p. 368, we have a very interesting communication from Major C. F. Jaenisch, on the "No-

menclature of the Russian Chess men;" in which it is most curious to observe that the names of every one of the pieces, so far as they extend, are the same as those of the ancient Chaturanga. In the Russian language the names are *all* with one single exception, and that only peculiar to the mediæval game, *translated*, not *adopted*, from the Sanskrit. For instance, the King is called "Tsar;" and the Pawn is called "Piechka," a characteristic denomination and appropriated exclusively to this single object; "it means merely a little infantry soldier." So far the Muscovite nomenclature agrees with that of the western European nations, among whom the appellation of the King and Pawn are generally *translated*, not *adopted*, from the Arabic. The Knight in the Russian language is called, "Konne," or "Kogne,"[1] which simply denotes a "courser," or "war-steed." This is precisely the meaning it has in the Sanskrit, Persian, and Arabic languages. The western nations, with the occasional exception of the Germans and Italians,[2] use instead of the term denoting the "Horse," some name or designation applying to his rider, such as Cavallero, Cavaliere, Knight, Ritter, &c. Well, in this case the Russians have literally translated, and have to this day retained the original term "Horse," as in the oriental languages. So far the reader may very rationally say to me—"what then? Might not the Russians have translated the term from the Persian or Arabic as easily as from the Sanskrit?" Granted, most courteous reader, but have a little patience till we have done.

We now come to the most remarkable point respecting the names of the Russian Chessmen, viz., those of the two pieces which we call the Rook and Bishop respectively. Major Jaenisch observes:—"That which is very singular is the name of the Castle; it is called *Lodia*, a 'Boat,' or 'Ship.' This denomination can only proceed from a mistake." Now with due deference to the gallant Major, it appears to me that the so called *mistake* is more *apparent* than *real*. The very oldest name for what we call the Rook, was the *boat*. Such is it uniformly termed in the "Bhavishya Purāna" of the ancient Hindūs, as we have already shown in our account of the Chaturanga. The Major's reasons for the above *mistake* on the part of the Russians are very lame. He says, "The ancient Russians must have taken for vessels the figures of war chariots constructed nearly in the form of vessels." This I hold to be altogether inadmissible; for be it remembered that among the Hindūs

[1] Est autem Kônie peculiariter *Equus Tatarious* ex Nagaia, scil. *Equus Generosus*; nam alia habent nomina quibus Equum appellare solent.—*Hyde*, p. 75.

[2] The Italians use, indifferently, the terms "Cavallo," Horse, or "Cavaliere," "Knight," for this piece. The term "Centauro" is also to be found in old writers. The German "Springer" has in it something of the original Sanskrit "Asva," "Horse," but so far as mere etymology goes, it will apply equally well to a cat, or a tiger.

the war chariot is of comparatively recent date; whereas the boat is as old as the invention of the game itself. Under these circumstances, therefore, I should hold it to be the more philosophic course to view the term *Lodia* or *Boat*, in the Russian nomenclature, not as a *mistake* but as an unerring criterion of the antiquity of Chess in that country. It is like those interesting organic remains discovered in the bowels of the earth, in places where least expected; such for example was the body of a full sized elephant found embedded in the frozen soil of Siberia, some hundred years ago. Geologists look upon such facts as the latter, not as mistakes, but as materials for writing the true history of the *remote past* of our planet.

To return to our ancient Muscovite "Lodia," or "Ship," let us see whether we may not be able to convert the same to some useful purpose of our own. Major Jaenisch states that, "this nation—viz., the Russians—in the complete state of isolation in which it remained during several ages after its conquest by the Moguls (and even a century before), up to the time of Peter the Great, could only learn the game of Chess from its ancient conquerors [*i.e.* the Moguls aforesaid], who themselves learned it from the Persians." Now it is quite evident, from the use of the term "Lodia," or "Ship," that neither the Moguls nor the Muscovites acquired the game of Chess *originally* from the Persians, because, as we well know, the latter never made use of either "Ship," or "Chariot" on their board. It is true they adopted with some modification, the Sanskrit word "Roka," which they changed into "Rukh;" but then they, as well as the Arabs and the western Europeans never attached to the word any signification denoting either a "boat" or a war chariot. The Russians then could not possibly have adopted, by translation or otherwise, their term "Lodia" from the Persians, Arabs, or mediæval Europeans. I admit that they learned the game from the Moguls, or to use a more general expression from the people of Tūrān;[1] but then, is it at all probable that the latter, who roamed about far inland with their herds and flocks, and never saw a ship during their lives, should have had recourse to such a term for the Chess Rook? Again, could the Russians, on receiving the game from the Moguls, have possibly originated the term "Lodia," or "Ship" to denote what we call the Castle? I answer—the idea in either case is utterly preposterous. The conclusion then is obvious—the people of Tūrān received the Chaturanga from their neighbours the Hindūs, in the

[1] Tūrān was the name applied of old by the Persians to the vast regions situated to the north of India and Persia, between the Volgar and the confines of China. From the strong affinity that exists between the Sanskrit and Russian languages, as proved in Bopp's *Vergleichen de Grammatik*, we are led to infer that the Hindūs and Sclavonic people were in former times nearer neighbours than they are at present.

South, *pur et simple;* and in the same state of *purity* and *simplicity*, they handed it over to their neighbours the Muscovites or Sclavonians in the West. On no other supposition can we account for the curious fact of the absolute identity of the terms King, Elephant, Horse, Ship, and Pawn, both in the Chess game of the Russians, and in the ancient Hindū, Chaturanga.

We have already shown that our western terms for the Bishop, viz., *Alfilus Alfin, Aufin*, &c., are evidently derived from the Arabic *Al Fīl*. This piece is, by the Russians, called "Slonie," or "Slone, that is the "Elephant," clearly proving that they had the term from the Asiatics and not from Western Europe. So far then the Russian nomenclature agrees exactly with the Sanskrit names of the pieces given in the Bhavishya Purāna; and the only inference we can draw from this fact is that the ancient Hindū game of Chaturanga must have been known to the Tartaric and Sclavonic tribes before it was modified into the Mediæval Shatranj. From Kashmīr it gradually made its way to the north-west; each nation successively translating the names of the pieces into their own respective dialects.

I have not as yet spoken of the Queen which, as the reader will remember, had no place in the Chaturanga. This piece the Russians call Ferz—the pure Persian term—and it is the only name which they have left untranslated, Finally, they call the game itself *Schākh*, which also, as in German, denotes *Check*. We see then, that both the terms *Ferz* and *Schākh* are evidently of Persian, not of Indian origin. They are peculiar to the Shatranj only, but not to the Chaturanga; hence we conclude that the Sclavonians were in early times acquainted with the Primæval game of Chaturanga, which reached them from Kashmīr; and that at a latter period, probably in the time of Jenghīs Khān, or of Tīmūr, who, each in his turn invaded Russia, they received the mediæval game of Shatranj, together with the terms *Ferz* and *Schākh* from the Persians.

THE LAST CASE OF AMERICAN REPUDIATION.

THIS is an age of Repudiation. Our Transatlantic cousins—perfect after long practice—not content with repudiating their pecuniary liabilities and all such inconvenient reminiscences, appear determined to make the principle of universal application, and at last have extended it even to Chess.

Our attention has recently been directed to "a Card" purporting to bear the authority of Mr. PAUL MORPHY and Mr. FULLER, of New York, the avowed object of which, is to denounce as forgeries, two games stated to have been played between Messrs. MORPHY and DEACON,

which were published a few weeks ago in the *Illustrated London News*, and subsequently in Mr. STAUNTON'S *Chess Praxis*. Our first impression was, that the whole affair, if not a Yankee *Canard*, was an angry ebullition of a narrow-minded national vanity, which could not brook the idea that their object of adoration *could* possibly lose a single game to any child of Adam. We were confirmed in this view of the case by the fact, that the letter purporting to emanate from Mr. MORPHY was wholly deficient in that modesty and gentlemanly feeling which gained him such golden opinions in England, and so effectually distinguished him from the bulk of his fellow countrymen.

So long, however, as the document in question remained in embryo as "a Card," it was of course beneath notice; but when it attained its full development, and expanded into a page of the *Chess Monthly*—where, however, Mr. MORPHY'S letter was prudently changed into the *oratio obliqua*—the denial at once assumed an authoritative character, and investigation became imperative.

In default of any positive proof, we must rely on circumstantial or internal evidence:—

Firstly, we have Mr. DEACON'S direct assertion that the games were played. He also names the place and time of play. (We believe, at the British Hotel, shortly before Mr. MORPHY left England).

Secondly, the games, in the opinion of all good players with whom we have canvassed the matter, decidedly bear the impress of Mr. MORPHY'S style.

Thirdly, the objection that has been raised on the ground of the delay in the publication of the *parties*, may be easily overruled by the fact that Mr. DEACON stated while showing the games many months ago, to various Chess-players, that he had promised them to Mr. STAUNTON.

The obvious solution of this curious tissue of conflicting statements would be, that the games were played in an off-hand skittling manner, and, amid the excitement of more serious contests, had wholly escaped Mr. MORPHY'S memory. We all know how readily Chess-players forget the games they lose. But even this loop-hole is cut off by Mr. MORPHY'S officious friends, who would as soon allow that he could *forget* anything as that he could make a bad move or lose a game to anyone. The changes have been rung on Mr. MORPHY'S "marvellous memory," almost as unwearyingly as on his "surpassing genius," and superhuman "power of combination." It is clear, however, to use Mr. MORPHY'S own words, "that there is falsehood somewhere;" and we trust that both Mr. MORPHY and Mr. DEACON will spare no effort to clear up the mystery.

[We give in this Number the two Games in question, which we extract from the *Praxis*.]

Games in the Match between Herr HARRWITZ and Mr. MONGREDIEN.

GAME I.

(*Giuoco Piano.*)

White. (Mr. MONGREDIEN.	*Black.* (Herr HARRWITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. Kt. to K. B. third
3. P. to Q. third	3. B. to Q. B. fourth
4. Kt. to K. B. third	4. Kt. to Q. B. third
5. P. to Q. B. third	5. P. to Q. third
6. P. to Q. Kt. fourth	6. B. to Q. Kt. third
7. B. to K. Kt. fifth	7. P. to K. R. third
8. B. to K. R. fourth	8. P. to K. Kt. fourth
9. B. to K. Kt. third	9. B. to K. third
10. Q. Kt. to Q. second	10. Kt. to K. second
11. P. to K. R. third	11. Kt. to K. Kt. third
12. B. takes B.	12. P. takes B.
13. Kt. to Q. B. fourth	13. Castles
14. Kt. takes B.	14. R. P. takes Kt.
15. Q. to Q. B. second	15. Q. to K.
16. P. to Q. fourth	16. Q. to Q. B. third
17. P. to Q. fifth	17. P. takes P.
18. P. takes P.	18. Q. to K.
19. P. to Q. B. fourth	19. Kt. to K. R. fourth
20. Castles (K. side)	20. R. takes Kt. (*a*)
21. P. takes R.	21. Kt. fr. K. Kt. third to K. B. fifth
22. B. takes Kt. (*b*)	22. Kt. takes B.
23. Q. to K. B. fifth	23. Q. R. to Q. R. sixth
24. Q. to K. Kt. fourth	24. Kt. to K. seventh (check)
25. K. to K. Kt. second	25. Kt. to Q. fifth
26. Q. R. to K. square (*c*)	26. Kt. takes P.
27. Q. R. to K. third	27. Kt. to K. R. fifth (check)
28. K. to K. Kt. third	28. R. takes P.
29. P. to Q. B. fifth (*d*)	29. Kt. P. takes P.
30. P. takes P.	30. Q. to K. B. second
31. R. to Q. third	31. K. to K. Kt. second
32. P. to Q. B. sixth (*e*)	32. P. takes P.
33. P. takes P.	33. R. to Q. B. seventh

34. Q. to Q. seventh	34. R. takes Q. B. P.
35. Q. takes Q. (check)	35. K. takes Q.
36. K. R. to Q. Kt. square	36. R. to Q. B. seventh
37. Q. R. to Q. Kt. third	37. P. to K. R. fourth
38. K. R. to Q. Kt. second	38. R. to Q. B. fifth
39. K. R. to Q. R. second	39. K. to K. third
40. K. R. to Q. R. eighth	40. R. to Q. B. eighth
41. K. R. to K. R. eighth	41. R. to K. Kt. eighth (check)
42. K. to K. R. second	42. R. to K. Kt. seventh (check)
43. K. to K. R. square	43. R. takes P.
44. K. to K. Kt. square	44. R. to Q. B. seventh
45. R. takes P.	45. K. to K. B. fourth
46. R. to K. Kt. third	46. K. to K. B. fifth
47. R. to Q. R. third	47. P. to K. fifth
48. R. to K. R. seventh	48. Kt. (check)
49. K. to K. B. square	49. K. to K. Kt. sixth

And White resigns.

Notes.

(*a*) This seems to us rather hazardous. "R. to Q. R. sixth" would have been a safer and more effectual move.

(*b*) We should have preferred "Q. to K. B. fifth."

(*c*) Why not K. R.

(*d*) The rashness of the sacrifice of the exchange may now be seen, for White by exchanging the Queen has now as good a game as Black. The move in the text is, to say the least, a useless one.

(*e*) "P. takes P." would have made it easy for White to draw the game. Now the centre Pawns are too strong, and White, even with the best play, can no longer save the game.

GAME II.

(*Queen's Gambit.*)

White. (Herr HARRWITZ.)	*Black.* (MR. MONGREDIEN.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. takes P.
3. P. to K. fourth	3. P. to Q. Kt. fourth
4. P. to Q. R. fourth	4. P. to Q. B. third
5. P. takes P.	5. P. takes P.
6. P. to Q. Kt. third	6. B. to Q. Kt. second
7. P. to K. B. third (*a*)	7. P. to K. third

8. P. takes P.	8. P. takes P.
9. B. takes P.	9. K. Kt. to B. third
10. B. to K. third	10. B. to Q. Kt. fifth (check)
11. Kt. to Q. second	11. K. Kt. to Q. second
12. Kt. to K. second	12. P. to Q. R. fourth
13. Castles	13. Castles
14. Kt. to K. Kt. third	14. Kt. to Q. B. third
15. B. to Q. R. second	15. Kt. to Q. Kt. third
16. Kt. to Q. Kt. square	16. B. to Q. R. third
17. R. to K. B. second	17. Kt. to Q. B. fifth
18. B. takes Kt.	18. B. takes B.
19. Q. to Q. B. square	19. B. to Q. Kt. fourth
20. Kt. to Q. B. third	20. B. takes Kt.
21. Q. takes B.	21. Kt. to Q. Kt. fifth
22. Q. to Q. B. fifth	22. Q. to Q. second
23. Q. to K. Kt. fifth	23. P. to K. B. third
24. Q. to K. R. fifth	24. P. to K. B. fourth
25. P. to K. B. fourth	25. B. to Q. sixth
26. P. to K. fifth	26. P. to Q. R. fifth
27. Q. to Q. square	27. K. R. to Q. B. square
28. R. to Q. Kt. second	28. Kt. to Q. B. seventh
29. Q. R. to Q. Kt. square	29. Kt. takes B.
30. Q. takes B.	30. Kt. to Q. fourth
31. Kt to K. second	31. P. to Q. R. sixth
32. R. to Q. R. second	32. Q. to Q. R. fifth
33. R. to Q. Kt. seventh	33. Kt. to Q. Kt. fifth (*b*)
34. Q. to K. Kt. second	

And wins in a few moves.

Notes.

(*a*) "P. to Q. fifth" is preferable, it keeps Black's pieces effectually at home.
(*b*) Evidently an oversight, which cost Black the game.

GAME III.

(*Giuoco Piano.*)

White. (Mr. MONGREDIEN.)	*Black.* (Herr HARRWITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. Kt. to K. B. third

3. P. to Q. third	3. B. to Q. B. fourth
4. B. to K. Kt. fifth	4. P. to K. R. third
5. B. to K. R. fourth	5. P. to Q. third
6. P. to K. R. third	6. Q. Kt. to Q. second
7. Kt. to K. B. third	7. Kt. to K. B. square
8. P. to Q. B. third	8. P. to K. Kt. fourth
9. B. to K. Kt. third	9. Kt. to K. Kt. third
10. P. to Q. Kt. fourth	10. B. to Q. Kt. third
11. Q. Kt. to Q. second	11. Q. to K. second
12. P. to Q. R. fourth	12. P. to Q. R. third
13. Q. to Q. B. second	13. Kt. to K. R. fourth
14. P. to Q. fourth	14. Q. Kt. to K. B. fifth
15. B. takes Kt.	15. Kt. takes B.
16. B. to K. B. square	16. P. takes P.
17. Kt. takes P.	17. P. to K. B. fourth
18. P. to K. Kt. third	18. Kt. to Q. fourth
19. P. to Q. R. fifth	19. B. takes Kt.
20. P. takes B.	20. P. to Q. B. third
21. R. to Q. Kt. square	21. Kt. to K. B. third
22. P. to K. B. third	22. P. takes P.
23. P. takes P.	23. Castles
24. K. to Q. square	24. Kt. to K. R. fourth
25. R. to Q. Kt. third	25. Q. to K. B. third
26. B. to K. second	26. Kt. to K. Kt. second
27. Kt. to K. B. third	27. B. to K. third
28. R. to K. third	28. Q. R. to Q. square
29. P. to K. Kt. fourth	29. B. to K. B. second
30. P. to K. R. fourth (*a*)	30. P. takes P.
31. R. takes P. (*b*)	31. Kt. to K. third
32. P. to K. Kt. fifth (*c*)	32. Kt. takes P.
33. R. to K. Kt. fourth	33. B. to K. R. fourth
34. P. to K. fifth	34. P. takes P.
35. Kt. takes Kt.	35. P. takes Kt.
36. R. to K. R. third	36. R. takes P. (check)
37. R. takes R.	37. Q. to K. B. eighth (check)
38. K. to Q. second	38. Q. takes B. (check)
39. K. to Q. B. square	39. P. takes R.

And White resigns.

Notes.

(*a*) We should have preferred "K. to Q. B. square."
(*b*) "Kt. takes P." seems more to the purpose.
(*c*) A useless sacrifice, and altogether a mistaken combination.

GAME IV.

(*K. B. Gambit.*)

Black. (Herr HARRWITZ).	*White.* (Mr. MONGREDIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. K. Kt. to B. third
4. Kt. to Q. B. third	4. B. to Q. Kt. fifth
5. K. Kt. to B. third	5. B. takes Kt.
6. Q. P. takes B.	6. P. to Q. third
7. Q. B. takes P.	7. Castles
8. Q. B. to K. Kt. fifth	8. Q. Kt. to Q. second
9. Castles	9. P. to K. R. third
10. B. takes Kt.	10. Kt. takes B.
11. Q. to Q. third	11. Q. B. to K. third
12. B. to Kt. third	12. P. to Q. R. fourth
13. Kt. to Q. fourth	13. R. to K. square
14. Q. R. to K. square	14. P. to Q. R. fifth
15. B. takes B.	15. P. takes B.
16. Q. to R. third	16. Q. to K. second (*a*)
17. P. to K. fifth	17. P. takes P.
18. R. takes P.	18. R. to R. third
19. K. R. to K. square	19. Q. to Q. second
20. R. takes P.	20. R. takes R.
21. R. takes R.	21. R. takes R.
22. Q. takes R. (check)	22. Q. takes Q.
23. Kt. takes Q.	23. Kt. to Q. fourth
24. K. to B. second	24. P. to Q. R. sixth (*b*)
25. P. takes P.	25. Kt. takes P.
26. Kt. takes B. P.	26. Kt. takes P.
27. Kt. to Kt. fifth	27. K. to B. square (*c*)
28. K. to K. third	28. K. to K. second
29. K. to Q. second	29. K. to Q. second

30. Kt. to B. third	30. Kt. takes Kt.
31. K. takes Kt.	31. K. to B. third
32. K. to B. fourth	32. P. to K. Kt. fourth
33. P. to K. Kt. fourth	33. P. to Q. Kt. third
34. P. to Q. R. fourth	

And White resigns.

Notes.

(*a*) "Q. to Q. second" would have given White a somewhat better chance.

(*b*) "P. to Q. Kt. third," followed by "R. to B. second" seemed strongest play.

(*c*) Why not, at least, play Kt. P. two, to try to break through on the King's side.

Game played between Messrs. HARRWITZ and MAUDE.

(*Giuoco Piano.*)

(*Remove White's Q. Kt.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. MAUDE.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B fourth	3. B. to Q. B. fourth
4. P. to Q. B. third	4. Kt. to K. B. third
5. P. to Q. third	5. P. to Q. third
6. P. to Q. Kt. fourth	6. B. to Q. Kt. third
7. P. to Q. R. fourth	7. P. to Q. R. fourth
8. P. to Q. Kt. fifth	8. Kt. to K. second
9. P. to K. R. third	9. Kt. to K. Kt. third
10. K. B. to Q. R. second	10. P. to Q. fourth
11. Q. to Q. B. second	11. Castles
12. B. to Q. R. third	12. R. to K. square
13. P. to K. Kt. third	13. B. to K. third
14. P. to Q. B. fourth	14. P. takes K. P.
15. P. takes P.	15. B. to Q. fifth
16. R. to Q. square	16. P. to Q. B. third
17. K. to K. B. square	17. R. to Q. B. square
18. K. to K. Kt. second	18. P. takes P.
19. R. P. takes P.	19. Q. to Q. Kt. third
20. R. to Q. second	20. K. R. to Q. square
21. K. R. to Q. square	21. R. to Q. second
22. Kt. to K. Kt. fifth	22. K. R. to Q. B. second

23. Kt. takes B.	23. P. takes Kt.
24. P. to K. B. fourth	24. R. to K. B. second
25. P. to K. B. fifth	25. Kt. to K. B. square
26. P. to K. Kt. fourth	26. P. takes P.
27. P. to Q. B. fifth	27. Q. takes Kt. P.
28. Kt. P. takes P.	28. P. to Q. Kt. third
29. R. to Q. Kt. square	29. Q. to Q. B. third
30. R. takes P.	30. Q. takes K. P. (check)
31. Q. takes Q.	31. Kt. takes Q.
32. R. to Q. B. second	32. Kt. to Q. second
33. R. to Q. Kt. seventh	33. K. Kt. to K. B. third
34. P. to Q. B. sixth	34. K. to R. square
35. B. takes R.	35. Kt. to Q. Kt. third
36. B. to K. sixth	36. K. Kt. to Q. fourth
37. K. to K. B. third	37. Kt. to K. sixth
38. R. to K. second	

And Black resigned.

Game played between Herr HARRWITZ and Mr. BARNES.

(*Bishop's Gambit.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. BARNES.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. P. to K. B. fourth
4. Kt. to Q. B. third	4. Kt. to K. B. third
5. P. to K. fifth	5. Kt. to K. fifth
6. K. Kt. to B. third	6. Kt. to Q. B. third
7. P. to Q. third	7. Kt. takes Kt.
8. P. takes Kt.	8. P. to K. Kt. fourth
9. P. to Q. fourth	9. P. to K. Kt. fifth
10. Castles	10. P. takes Kt.
11. Q. takes P.	11. P. to K. R. fourth
12. B. takes P.	12. P. to Q. Kt. fourth
13. B. to Q. fifth	13. B. to Q. Kt. second
14. Q. to Kt. third	14. Q. to Kt. square
15. Q. to Kt. sixth (check)	15. K. to Q. square
16. Q. to B. sixth (check)	16. Kt. to K. second
17. Q. takes R.	17. Kt. to Kt. third

18. Q. to B. sixth (check)	18. B. to K. second
19. Q. takes Kt.	19. B. takes B.
20. Q. takes B. P.	20. K. to B. square
21. Q. takes R. P.	21. K. to Kt. second
22. Q. R. to Kt. square	22. P. to Q. R. third
23. P. to Q. R. fourth	23. Q. to K. Kt. square
24. B. to K. Kt. third	24. B. to K. Kt. fourth
25. P. takes P.	25. B. to K. sixth (check)
26. K. to R. square	26. P. to Q. R. fourth
27. R. to K. B. third	27. B. to Q. seventh
28. Q. R. to Q. square	28. B. to K. Kt. fourth
29. R. to K. B. fifth	29. B. to K. sixth
30. R. to K. B. sixth	30. P. to Q. R. fifth
31. P. to K. sixth	31. P. takes P.
32. P. to Q. B. fourth	32. Q. B. takes P.
33. Q. to K. B. third (check)	33. R. to Q. fourth
34. Q takes K. B.	34. P. to Q. R. sixth
35. R. to Q. R. square	35. P. to Q. R. seventh
36. Q. to K. fifth	36. Q. to Kt. second
37. R. takes K. P.	37. Q. to Q. second
38. R. to K. seventh	38. Q. takes P.
39. R. takes P. (check)	39. K. to Kt. third
40. Q. to Q. sixth (check)	40. B. to B. third
41. R. to K. Kt. seventh (check)	41. K. takes R.
42. Q. to B. seventh (check)	42. K. to R. third
43. R. takes P. (check)	

And Black resigns.

The two following games were played recently at a Meeting of the BIRMINGHAM and COVENTRY CHESS CLUBS.

GAME I.

(*The two Knights' Game.*)

White. (BIRMINGHAM.)	*Black.* (COVENTRY.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. Kt. to K. B. third
4. Kt. to Kt. fifth	4. P. to Q. fourth

5. P. takes P.	5. Kt. takes Q. P.
6. Kt. takes K. B. P.	6. K. takes Kt.
7. Q. to B. third (check)	7. K. to his second
8. B. takes Kt.	8. Kt. to Q. fifth
9. Q. to B. seventh (check)	9. K. to Q. third
10. Kt. to R. third	10. P. to Q. Kt. fourth
11. P. to Q. B. third	11. B. to K. third
12. B. takes B.	12. Kt. takes B.
13. Kt. takes P. (check)	13. K. to B. third
14. Q. takes Kt. (check)	14. K. takes Kt.
15. P. to R. fourth (check)	15. K. to R. fourth
16. P. to Kt. fourth (check)	16. B. takes P.
17. P. takes B. (check)	17. K. takes P.
18. R. to Kt. square (check)	18. K. to B. fourth
19. R. to Kt. fifth (check)	19. K. to Q. fifth
20. B. to Kt. second (check)	20. K. to Q. sixth
21. Q. to Q. Kt. third (check)	21. K. to his fifth
22. Q. to K. B. third (check)	

And Mates.

GAME II.

(*Allgaier Gambit.*)

White. (BIRMINGHAM.)	*Black.* (COVENTRY.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to Kt. fifth
5. Kt. to K. fifth	5. Kt. to K. B. third
6. B. to Q. B. fourth	6. P. to Q. fourth
7. P. takes P.	7. B. to Q. third
8. P. to Q. fourth	8. B. takes Kt.
9. P. takes B.	9. Kt. to R. fourth
10. Kt. to Q. B. third	10. Kt. to Kt. sixth
11. R. to his second	11. P. to K. R. fourth
12. Q. B. takes P.	12. Kt. to K. B. fourth
13. B. to K. Kt. fifth	13. Q. to Q. second
14. Kt. to K. fourth	14. Q. to Q. R. fifth

15. Kt. to B. sixth (check)	15. K. to B. square
16. Q. to Q. third.	16. P. to K. Kt. sixth
17. R. to K. R. square	17. Q. to Kt. fifth (check)
18. Q. to Q. B. third	18. Q. to Q. Kt. third
19. R. to K. B. square	19. Q. to Q. fifth
20. Q. takes Q.	20. Kt. takes Q.
21. Castles	21. P. to Q. B. fourth
22. P. to Q. B. third	22. Kt. to K. B. fourth
23. P. to K. sixth	23. Kt. to Q. third
24. B. to K. second	24. P. to Q. Kt. fourth
25. Kt. takes K. R. P.	25. P. to K. B. fourth
26. Kt. takes K. Kt. P.	26. R. to K. R. second
27. Kt. takes K. B. P.	27. Kt. takes Kt.
28. R. takes Kt. (check)	28. K. to K. square
29. B. takes Q. Kt. P. (check)	

And Black resigned.

A lively little skirmish between two Amateurs of the above Club.

(*Evans's Gambit.*)

White. (AMATEUR *giving Q. R.*)	*Black.* AMATEUR.
1. P. to K. fourth	1. P. to K. fourth
2. B. to B. fourth	2. B. to B. fourth
3. P. to Q. Kt. fourth	3. B. takes P.
4. P. to Q. B. third	4. B. to Q. B. fourth
5. Kt. to K. B. third	5. Kt. to Q. B. third
6. Castles	6. Q. to K. B. third
7. P. to Q. fourth	7. B. to Kt. third
8. K. to R. square	8. K. Kt. to K. second
9. B. to Q. R. third	9. P. to Q. third
10. P. takes P.	10. Q. Kt. takes P.
11. Kt. takes Kt.	11. P. takes Kt.
12. P. to K. B. fourth	12. Castles
13. P. takes P.	13. Q. takes P.
14. R. takes K. B. P.	14. R. takes R.
15. Q. mates	

Game played at the PHILIDORIAN, March 24, 1860, between Messrs. SMITH and HARPER, in Consultation, against Herr FALKBEER.

(*Evans's Gambit.*)

White. (SMITH and HARPER)	*Black.* (Herr FALKBEER.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Kt. third
9. Kt. to Q. B. third	9. B. to K. Kt. fifth
10. B. to Q. Kt. fifth (*a*)	10. B. takes Kt. (*b*)
11. P. takes B.	11. Q. to K. B. third
12. Kt. to Q. fifth (*c*)	12. Q. takes Q. P. (*d*)
13. Kt. takes B. P. (check)	13. K. to Q. second
14. Kt. takes R.	14. Q. takes R.
15. Kt. takes B. (check)	15. P. takes Kt.
16. Q. to Kt. third	16. Q. to K. B. third
17. B. to Kt. second	17. Q. to Kt. third (check)
18. K. to R. square	18. Kt. to K. second
19. R. to K. Kt. square	19. Q. to K. R. fourth
20. R. takes P.	20. R. to K. Kt. square
21. B. takes Q. Kt. (check) (*e*)	21. P. takes B.
22. Q. takes B. P.	22. Q. takes Q.
23. R. takes Q.	23. P. to Q. B. fourth
24. B. to K. B. sixth (*f*)	24. K. to K. third (*g*)
25. R. takes Kt. (check)	25. K. takes B.
26. R. to Q. Kt. seventh	26. K. to K. fourth
27. R. takes Kt. P.	27. R. to Q. R. square
28. R. to Q. Kt. seventh	28. R. takes R. P.
29. K. to Kt. second	29. P. to Q. B. fifth (*h*)
30. R. takes R. P.	30. P. to B. sixth
31. R. to Q. B. seventh	31. K. to Q. fifth
32. P. to K. R. fourth	32. R. to Q. R. fourth
33. R. to Q. B. sixth	33. P. to Q. fourth
34. P. takes P.	34. R. takes P.

35. R. takes P (*i*)	35. K. takes R.
36. P. to K. B. fourth	36. K. to Q. fifth
37. K. to K. B. third	37. R. to Q. square
38. K. to Kt. fourth	38. K. to K. fifth
39. P. to B. third (check)	39. K. to K. sixth
40. P. to B. fifth	40. R. to K. Kt. square (check)
41. K. to R. fifth	41. K. to K. B. fifth (*k*)
42. K. to R. sixth	42. K. takes P. at B. fifth
43. K. to R. seventh	43. R. to Kt. sixth
44. P. to R. fifth	44. K. to Kt. fourth
45. P. to R. sixth	45. R. to R. sixth
46. P. to B. fourth (check)	46. K. to B. third
47. P. to B. fifth	47. K. to B. second
48. P. to B. sixth	48. K. to B. square (*l*)
49. K. to Kt. sixth	49. R. to Kt. sixth (check)
50. K. to R. seventh	50. K. to B. second
51. K. to R. eighth	51. K. takes P.
52. K. to R. seventh	52. R. to K. Kt. third

And the Allies resigned.

Notes.

(*a*) The usual move at this stage of the game is "Q. to Q. R. fourth."

(*b*) This would be a very inconsiderate reply, had the Allies made the move mentioned in our last note, for in that case they could have advanced the Queen's Pawn with great advantage. In the present position, however, they are obliged to retake Bishop with Pawn, in order to avoid the loss of Queen's Pawn; still it would have been safer play on the part of Herr Falkbeer, to retreat "B. to Q. second" at this juncture (the latter move being also the best answer to 10. "Q. to Q. R. fourth"), the more so, when we consider that he had to contend, single-handed, against two skilful and practised amateurs in consultation.

(*c*) An excellent move indeed. Had they advanced the Queen's Pawn, Black could have taken the Knight with impunity, for, if then follows "P. takes Kt." Black retakes P. with Pawn; and if White, on the next move, plays "Q. to Q. fifth," the second player can advantageously answer with "Kt. to K. second." Had the Allies, however, instead of playing "Kt. to Q. fifth," as above, advanced the King's Pawn at this juncture, Black could have taken Pawn with Pawn; and, if then follows "P. to Q. fifth," Castled on Queen's side with great advantage.

(*d*) The only move. Had he checked with "Q. on K. Kt. third," the White Allies would have moved the King, and—play what Black may afterwards—gained a decided advantage, by either taking B. with Kt., or playing "Q. to Q. R. fourth," on the next move.

(*e*) Two Bishops are generally considered stronger than two Knights in end-games; still, if it was the object of the White Allies to gain the King's Bishop's

Pawn, the above exchange was the only move, as it appears, to answer their purpose, as evidently Q. could not have taken the Pawn at this moment, on account of Black's answer, "Q. takes B."; whereas, in reply to "R. takes K. B. P.," Black could have played most effectually "Q. to K. Kt. third."

(*f*) Better than taking R. P. with R., by which Black could have gained precious time to advance his Pawns on Queen's side.

(*g*) Again the best move under the circumstances. If "R. to K. square," White could have taken R. P. with impunity, and gained time to bring their King on the other plank.

(*h*) From this point the end-game becomes very interesting, and was played with great skill by the German master.

(*i*) Premature. "K. to Kt. third" was the correct move, which might still have ensured a draw.

(*k*) Best. If "K. takes P.," White plays "P. to B. sixth," and draws the game.

(*l*) This seems a mere slip, for "R. to R. seventh" would have at once decided the struggle.

UNPUBLISHED GAMES OF PHILIDOR.

(*From the American Chess Monthly*).

GAME III.

Between Mr. PHILIDOR and Count BRUHL.

(*Odds of Pawn and Move.*)

White. (COUNT BRUHL.)	*Black.* (Mr. PHILIDOR.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. to K. fifth	3. P. to B. fourth
4. B. to Kt. fifth (check) (*a*)	4. Kt. to B. third
5. Kt. to K. second	5. P. takes P.
6. P. takes Kt. (check)	6. P. takes B.
7. Q. takes P.	7. Q. to Kt. third (*b*)
8. Castles	8. B. to B. fourth
9. Q. to K. Kt. fourth	9. P. to Kt. third
10. P. to Q. B. third	10. P. to Q. R. fourth
11. Kt. to Q. fourth	11. K. to B. second
12. P. to Q. Kt. third	12. B. to Q. second
13. Kt. to R. third	13. P. to R. fourth
14. Q. to Q. square	14. Kt. to K. second
15. Q. Kt. to B. second	15. Kt. to B. fourth
16. Kt. takes Kt.	16. Kt. P. takes Kt.
17. B. to K. third	17. B. takes B.
18. P. takes B.	18. Q. R. to K. B. square
19. Kt. to Q. fourth	19. P. to B. fourth

20. Kt. takes B. P. (*c*)	20. P. takes Kt.
21. Q. takes P. (check)	21. B. to K. third
22. R. takes P. (check) (*d*)	22. K. to K. second
23. Q. to Q. sixth (check)	23. Q. takes Q.
24. P. takes Q. (check)	24. K. takes P.
25. R. to Q. square (check)	25. K. to B. third
26. R. to K. fifth	26. R. to K. square
27. P. to B. fourth	27. R. to R. second
28. P. to K. fourth	28. R. to Q. second (*e*)
29. R. to Q. fifth (*f*)	29. R. to Q. third
30. R. takes R. P. (*g*)	30. B. to Q. second
31. R. takes R. (*h*)	31. K. takes R.
32. R. to Q. fifth (check)	32. K. to B. third
33. P. to K. fifth	33. B. to B. fourth
34. P. to K. R. third	34. B. to Kt. eighth
35. R. to Q. sixth (check)	35. K. to B. second
36. R. to Q. R. sixth	36. R. takes P.
37. R. takes P.	37. K. to Kt. third
38. P. to Q. Kt. fourth	38. R. to K. eighth (check)
39. K. to B. second	39. R. to Q. B. eighth
40. R. to Kt. fifth (check)	40. K. to R. third
41. R. takes P.	41. R. to B. seventh (check)
42. K. to Kt. third	42. B. takes P.
43. R. to B. sixth (check) (*i*)	43. K. to Kt. second
44. R. to B. fifth	44. B. takes P.
45. P. to R. fourth	45. R. to B. sixth
46. K. to B. fourth	46. R. to B. eighth
47. P. to Kt. fourth	47. R. to B. eighth (check)
48. K. to K. fifth (*k*)	48. B. to K. seventh
49. P. to K. Kt. fifth	49. B. to R. fourth
50. K. to Q. sixth	50. R. to B. fifth
51. P. to Kt. fifth	51. K. to Kt. third
52. K. to K. fifth	52. R. to Q. Kt. fourth
53. P. to Kt. sixth	53. B. takes P.

And the game was drawn.

Notes.

(*a*) This is weak ; the proper play at this stage of the openining is 4 "B. to Q. third."

(*b*) 7 "P. to Q. B. fourth" seems a stronger move.
(*c*) A sacrifice which should have cost the game.
(*d*) Black's next move was evidently played without due consideration; for 22 "K. to Kt. third" would have won the game. Let us suppose

	22. K. to Kt. third
23. [R. takes R.]	23. B. takes Q.
24. R. takes R.	24. Q. to K. third

winning with ease.
(*e*) A very pardonable error in blindfold play. With the board before him Philidor would have probably moved 28 "K. R. to K. second."
(*f*) Well played; White takes immediate advantage of his adversary's slip.
(*g*) Much better would have been 30. "R. takes B. P." (check)
(*h*) Again carelessly played: capturing the Bishop's Pawn was still the correct move.
(*i*) White could now have won without much trouble by advancing the Pawns on the King's side of the board. He should have played 43 "P. to R. fourth."
(*k*) 48. "K. to Kt. fifth" was the proper move, and would probably have won even at this stage.

GAME IV.

Between Mr. PHILIDOR, and Mr. JENNINGS.

(Odds of Pawn and Move.)

White. Mr. JENNINGS.	*Black.* (Mr. PHILIDOR.)
1. P. to K. fourth	1. K. Kt. to R. third
2. P. to Q. fourth	2. Kt. to B. second
3. B. to Q. third	3. P. to Q. third (*a*)
4. K. Kt. to B. third.	4. P. to K. fourth
5. P. to Q. fifth	5. P. to B. fourth (*b*)
6. Castles	6. B. to K. second
7. B. to K. third	7. Castles
8. Kt. to Q. second	8. P. to Q. R. third
9. P. to Q. R. fourth	9. B. to Kt. fifth
10. B. to K. second (*c*)	10. Kt. to Q. second
11. P. to B. fourth	11. P. to Q. Kt. third
12. K. to R. square	12. B. takes Kt.
13. Kt. takes B.	13. P. to K. Kt. fourth
14. P. to K. Kt. fourth	14. K. to Kt. second
15. Q. to Q. second	15. P. to R. third
16. Kt. to Kt. square	16. R. to R. square
17. R. to R. third	17. Kt. to B. square
18. P. to R. third	18. Kt. to Kt. third
19. Q. to B. third (*d*)	19. B. to B. third

20. B. to Q. second	20. Kt. to B. fifth
21. Q. to K. Kt. third	21. K. R. to R. second
22. R. to K. B. third	22. Kt. to R. square
23. Q. B. to B. third	23. Kt. to Kt. third
24. R. to K. third	24. Q. to K. second
25. B. to Q. square	25. Q. R. to R. square
26. Q. to R. second	26. P. to K. R. fourth
27. P. takes P.	27. Kt. takes P.
28. K. B. to Kt. fourth	28. Q. Kt. to B. fifth
29. R. to R. square	29. P. to R. fourth
30. R. to R. third	30. K. to B. square
31. B. to Q. second	31. Q. to K. Kt. second
32. K. R. to Kt. third	32. B. to Q. square
33. R. to K. B. third	33. Kt. to B. third
34. Q. to Kt. third (*e*)	34. Kt. takes B.
35. Q. takes Kt.	35. R. to R. fifth
36. Q. to B. eighth	36. Q. to K. second
37. R. takes P.	37. P. to Kt. fifth
38. R. to Kt. seventh (*f*)	38. Q. takes R.
39. R. takes Kt. (check)	39. P. takes R.
40. Q. takes Q.	40. K. to B. square
41. B. takes B. P.	41. P. takes P.
42. Q. to B. sixth (check)	42. K. to B. square
43. B. takes P. (check)	43. B. to K. second.
44. Q. to B. eighth (check)	44. K. to B. second
45. Q. to K. sixth (check)	

And Jennings Wins. (*g*)

Notes.

(*a*) We much prefer for the second player, either 3. "P. to K. fourth," or 3. "P. to K. third."

(*b*) Black should here have played 5. "B. to K. second," then castles and afterwards move "P. to B. third."

(*c*) There was no necessity for this move: the proper course is to play 10. "P. to R. third."

(*d*) Intending, doubtless, to play 20. "P. to B. fourth."

(*e*) Either there must be an error in the manuscript, or Philidor, amid the difficulties of blindfold chess, overlooked the obvious and winning move of 34. "Kt. takes K. P."

(*f*) 38. "P. takes R" would, evidently, have been better, but even in that case, white, with correct after-play, should have won thus:

39. R. takes Q.	38. P. takes R.
40. Kt. takes R.	39. R. takes P. (check)
41. Q. takes R.	40. R. takes Kt. (check)

Otherwise Black mates in two moves.

41. "Kt. takes Q." and White must win.

(g) The manuscript states, in connection with Philidor's fortieth move "K. to B. square," that he was "obliged to do so because he had called a false move." This proves that in Philidor's blindfold feats the strict laws of the game were enforced, and that the blindfold player, as well as his opponent, was compelled to pay the penalty of a casual violation of the Chess code.

Games between Messrs. MORPHY and DEACON.

GAME I.

(*K. Kt. Gambit.*)

White. (Mr. DEACON.)	*Black.* (Mr. MORPHY.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. B. to K. Kt. second
5. P. to Q. fourth	5. P. to Q. third
6. Castles	6. P. to K. R. third
7. P. to K. Kt. third	7. P. to K. Kt. fifth
8. K. Kt. to K. square	8. P. to K. B. sixth
9. P. to Q. B. third	9. P. to K. B. fourth
10. Q. to Q. Kt. third	10. K. Kt. to K. second
11. B. to K. B. seventh (check)	11. K. to B. square
12. B. to K. R. fifth	12. P. to Q. fourth
13. P. takes K. B. P.	13. Q. B. takes P.
14. Kt. takes K. B. P.	14. P. takes Kt.
15. K. R. takes P.	15. K. to Kt. square
16. Q. takes Q. Kt. P.	16. Q. B. takes Kt.
17. Q. R. takes B.	17. Q. Kt. to Q. B. third
18. B. to K. B. fourth	18. Q. R. to Q. B. square
19. B. to K. B. seventh (check)	19. K. to R. second
20. B. to K. sixth	20. Q. R. to Q. Kt. square
21. Q. to Q. R. sixth	21. K. R. to K. B. square
22. Q. to Q. third (check)	22. K. to R. square
23. Q. R. to K. B. square	23. Q. R. to Q. Kt. third
24. B. takes K. R. P.	24. B. takes B.
25. R. takes R. (check)	25. B. takes R.
26. R. to K. B. seventh	26. B. to K. Kt. second
27. Q. to K. B. third	27. Kt. to K. fourth
28. Q. to K. R. fifth (check)	28. K. to Kt. square
29. R. takes Kt. (dis. check)	29. R. takes B.

30. R. takes R.	30. Kt. to K. B. second
31. P. to K. R. fourth	31. Q. to Q. second
32. Q. to K. Kt. sixth	32. Kt. to Q. third
33. P. to K. R. fifth	33. K. to R. square
34. P. to K. R. sixth	34. B. to K. B. square
35. R. to K. B. sixth	35. Q. to K. second
36. P. to Q. Kt. third	36. Q. to K. sixth (check)
37. K. to Kt. second	37. Q. to K. seventh (check)
38. K. to K. R. third	38. Q. to K. second
39. P. to Q. B. fourth	39. P. to Q. B. third
40. P. to Q. B. fifth	40. Kt. to K. fifth
41. R. to K. B. fifth	41. Q. to Q. second
42. K. to. Kt. second	42. Q. to Q. square
43. R. to K. B. seventh	43. Kt. to K. Kt. fourth
44. R. to K. Kt. seventh	44. B. to K. second
45. R. to K. R. seventh (check)	45. Kt. takes R.
46. Q. to K. Kt. seventh	

And Mates.

GAME II.

Between the same opponents.

(*Evans's Gambit.*)

Black. (Mr. MORPHY.)	*White.* (Mr. DEACON.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. Kt. to K. B. third
8. B. to Q. R. third	8. P. to Q. third
9. P. to K. fifth	9. Kt. to K. Kt. fifth
10. K. P. takes P.	10. Q. B. P. takes P.
11. R. to K. square (check)	11. Kt. to K. second
12. Q. takes Q. P.	12. B. to Q. Kt. third
13. Q. takes K. Kt. P.	13. B. takes K. B. P. (check)
14. K. to B. square	14. R. to K. B. square
15. Q. Kt. to Q. second	15. B. takes R.
16. R. takes B.	16. Q. to Q. Kt. third
17. Q. Kt. to K. fourth	17. B. to K. B. fourth
18. Q. Kt. to K. B. sixth (check)	18. Kt. takes Kt.
19. Q. takes Kt.	19. B. to K. third

20. B. takes B.	20. P. takes B.
21. Q. takes K. P.	21. Q. to Q. Kt. fourth (check)
22. K. to Kt. square	22. Q. to Q. second
23. Q. takes Q. P.	23. Q. takes Q.
24. B. takes Q.	24. R. to K. B. second
25. Kt. to K. Kt. fifth	25. R. to K. Kt. second
26. Kt. to K. sixth	26. K. to Q. second
27. Kt. takes R.	27. K. takes B.
28. R. to K. sixth (check)	28. K. to Q. second
29. R. to K. R. sixth	29. R. to Q. B. square
30. R. takes K. R. P.	30. R. takes P.
31. Kt. to K. B. fifth	31. K. to K. third
32. Kt. takes Kt.	32. R. to Q. B. second
33. Kt. to K. Kt. sixth	

And White surrendered.

SOLUTIONS TO PROBLEMS.

No. 57. *Page* 97.

White.	*Black.*
1. Kt. takes P	1. P. to K. third
2. Kt. to K. second	2. K. takes Kt.
3. Kt. to K. B. fourth (dis. check)	

and mates.

No. 58. *Page* 95.

White.	*Black.*
1. R. takes K. Kt. P.	1. R. to K. B. second
2. R. to K. seventh	2. B. to K. third
3. Q. takes R. P. (check)	3. Kt. takes Q.
4. Kt. mates	

No. 59. *Page* 96.

White.	*Black.*
1. Kt. takes Kt.	1. K. to Q. B. third
2. B. to Q. sixth	2. K. to Q. Kt. fourth *
3. Kt. to Q. fourth (check)	3. K. to Q. R. fifth
4. B. to Q. seventh (mate)	

* If "K. to Q. fourth," White Kt. would mate at K. seventh, in three moves.

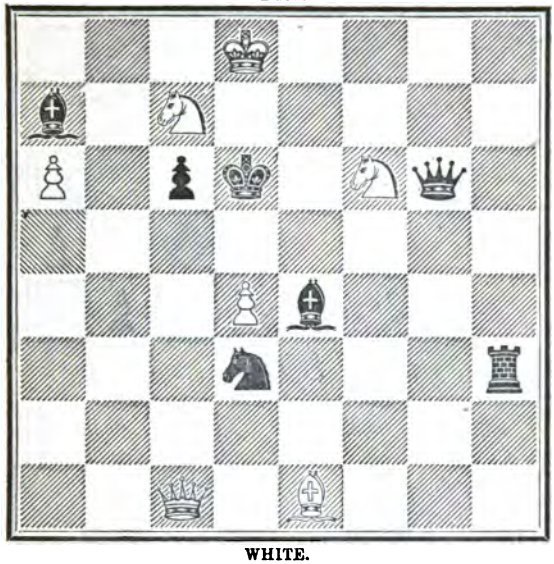
No. 60. *Page* 96.

White.	*Black.*
1. Kt. to Q. B. sixth (dble. ch.)	1. K. to Q. B. square
2. R. takes Kt. at K. B. eighth	2. Q. to Q. fourth, *best* *
3. B. to K. sixth (check)	3. Q. takes B.
4. R. to Q. eighth check	4. R. takes R.
5. R. takes R. (mate)	

* Black has no other move to delay the mate beyond four moves, and although he plays his Queen in prize of two pieces, White dares not take her with either.

No. 61. Problem by F. HEALEY, Esq.

BLACK.

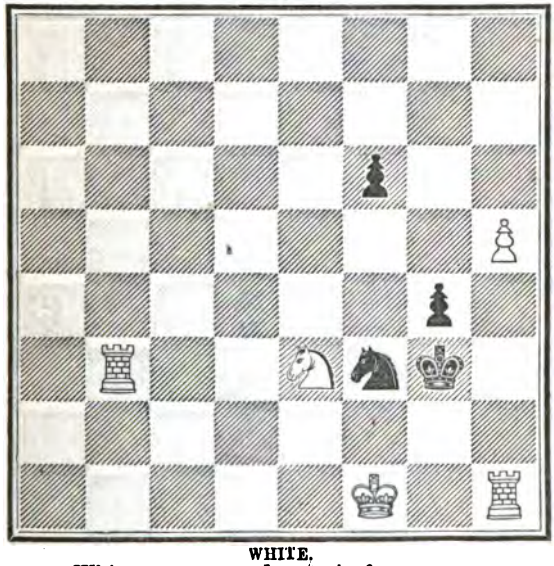


WHITE.

White to move, and mate in three moves.

No. 62. Problem by Mr. J. W. ABBOTT, Southampton.

BLACK.

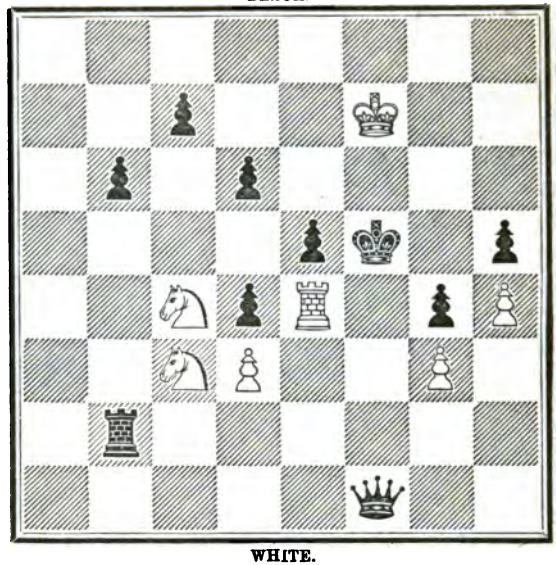


WHITE.

White to move, and mate in four moves.

No. 63. Problem by Mr. J. P. MUCKLOW.

BLACK.



WHITE.

White to move, and mate in four moves.

No. 64. Problem by Professor CLARE.

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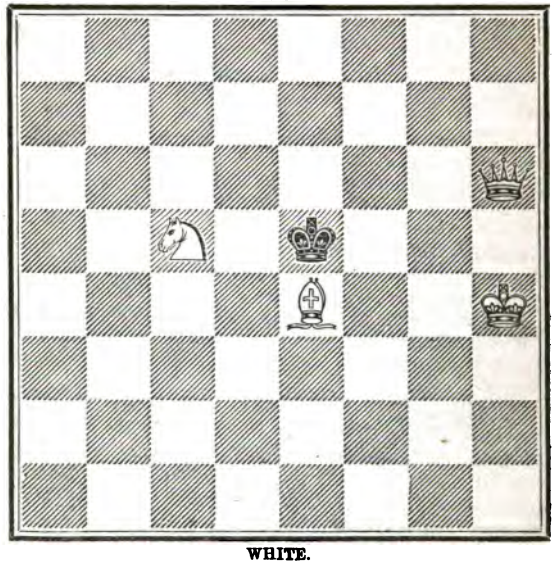


WHITE.

White to move, and mate in four moves.

CHESS PLAYING AND PROBLEM MAKING.

THE science of Chess is, whatever Chess writers may say about it, a purely mathematical science; it is a science *a priori*, that is, inherent in the human mind, and not dependent upon experience. However paradoxical this may appear at first sight, for experience seems to be a *sine qua non* in a Chess player, it is nevertheless a fact, as the following example will clearly prove.

Suppose a man to be in solitary confinement for a number of years, with nothing around him to disturb his mind but a Chess-board and men. They are not even requisite; for we can suppose him to be a blindfold player. But to facilitate his labours we grant him board and men. He knows the moves, or he imagines them; his mind is of a powerful cast; he studies the game for years, undisturbed by external influences, as no Chess player has done before him, and without ever having played a single game with a real adversary, he will, after a certain number of years—there cannot be the slightest doubt about it—come out from his solitary cell the strongest Chess player that ever lived; his games will be far superior to those of PHILIDOR or LABOURDONNAIS, and PAUL MORPHY will not be able to win a single game of him. Thus, without practice or experience, without ever having read one book upon Chess, he will, by the simple exercise of his mind, have become a proficient in that science, to an extent as yet unattained by any former player. The same man thus situated may have become, by the aid of slate and pencil, a proficient in arithmetic, algebra, or geometry, logic, and metaphysics; but he could not have made the slightest progress in any of the sciences *a posteriori*, where experience, which is the knowledge of external objects, is required. He could not become a geologist, nor a botanist; his knowledge of zoology would not extend beyond the flies, spiders, or beetles in the room; and as to ichthyology, unless he had an aquarium in his cell, he could not even guess at the form of the inhabitants of the deep.

If Chess had not been invented, the same man might invent the game just as it is now, and bring it to its present perfection, without ever leaving his solitary confinement. Having shown that Chess is a science *a priori* inherent in the human mind, let us now seek why, in a Chess player, other powers are required than those of combination, why, not only different intellectual, but also moral, nay, even physical, powers must concur, to make a good Chess player.

Chess, by its nature is an exhaustible science, it has its limits, however distant these limits may be. Every move has its counter-move. If a certain number of men were to sit down and analyze the game of Chess systematically, and the next generation continue the analysis where the present has left off, the third generation continue the work of the first and the second, and so on, a few centuries would be enabled to exhaust the subject. Once the subject exhausted and published in a scientific form, the student would be enabled, if gifted with a good memory, by the simple exercise of his combinating powers to become in a short time a proficient in the game. But this can only be the case when the science is once closed up like that of a dead language, a thing which in all likelihood will never happen with Chess, but which may be easily done with the game of draughts. In fact if there had been as many and as intelligent writers upon draughts as upon Chess, it may have been done long ago, and an adept in draughts might be enabled at any stage of the game to say with certainty that the game is either won, lost, or drawn, if the very best moves are made on both sides.

The game of Chess then, although an exhaustible science in itself, so far from being exhausted, requires other powers beside memory and combination. But before proceeding to the other mental qualities which are at work in this game, let us first see how far the above two mental capacities are active in it. Memory as every one knows is the power of retention in man's mind of the effects produced by certain external causes upon the inner organs. Thus, although man has but one mind, he has different memories, which are more or less retentive. Thus in one and the same individual the memory of numbers is strongly developed, whilst the memory of names is but very indifferent. Locality, or the memory of places, may be predominant in another, who with all the trouble imaginable cannot retain three lines of Shakespeare or one of Milton. In Chess, locality and number are the two branches of memory most required, chiefly the first, for he that cannot recollect positions will never become a strong Chess player. All Chess players who play with great ease, or what is generally called quick and good players, have a strong local memory, which brings former positions, so to say, before their eyes, and enables them by recollecting a series of previous moves, to make the right answer by but a slight exercise of their combinating powers. Such was LABOURDONNAIS, of whom phrenologists observed that his boss of locality was remarkably developed. The slow player,

on the contrary, who has but the shadow of a recollection of having seen a position formerly, is obliged to make far stronger efforts of combination to find out the proper move, and thus spends, comparatively, so much time upon his move that the bystanders think his adversary played by intuition. Such slow players were MACDONNELL, and his contemporary the German, POPERT.

(*To be continued.*)

THE EVANS' GAMBIT.

THE student, in perusing the books written upon Chess pretending to instruct those who wish to become adepts of the noble game, will find that in nearly all of them, especially in those published in England, the first player in the Evans' Gambit has generally the best of it, and that in a ratio of at least ten to one. This would naturally lead them to infer that it is next to impossible to defend successfully the attack in this famous gambit. In looking over the last didactic work published in England, Mr. STAUNTON'S *Praxis*, we found in Chapter V., entitled the Evans' Gambit, at first three model games, of which the first terminates with: "White should win!" The three variations given to that game terminate in the following manner:—Variation A, "Black has a very confined game, but is safe, and has gained a Pawn." Variation B, "and White ought to win." Variation C, "and White has the better game." Again an old-fashioned way of continuing the opening from move eight is given, which also terminates with, "and White has a fine game." The second model game is concluded with the following words:—"and now, by playing out his Q.'s Kt., and presently getting his Queen and King's Rook to bear upon the adverse King, White has attack enough still left to compensate for his lost Pawn."

In the third model game, which is taken from the *German Handbook*, Black, at the 16th move, has the better game; but in a variation to White's 14th move, suggested by the English author, White has again a "superior game." Then the *Praxis* gives Mr. FRASER'S attack in three variations, A, B, and C, which all terminate in the utter discomfiture of the second player. The student, not finding a good defence

given against this terrible gambit, naturally comes to the conclusion that there is none, and is about to lay aside, despairingly, the volume in which he hoped to find a defence against every way of attack, when lo! his eyes light upon "Evans' gambit declined" (*Praxis*, page 140). Now he has found the way to elude this dreaded attack, ardently he reads the two model games through, with their respective variations, but alas! again he is doomed to disappointment, for again the attack has nearly always the best of it, and only in one of the variations the game is about even. Listlessly he looks, as a last resource, over the "Illustrative games of Evans' gambit," and he almost invariably finds the ominous termination of, "Black resigns." This last experience decides him; he shall no more give his adversary a chance of trying that attack upon him; he shall not even play the King's Pawn two squares, for his teachers tell him that he has but a poor chance of a fair fight if he loses himself in the mazes of that confounded gambit. But patience, young man, remember *nullius adstrictus jurare in verba magistri!* So at least we thought, and have also, in this instance, found the maxim true: for our careful researches have given us the conviction that not only there is a proper defence to every sort of attack in the Evans' gambit, but also that the sacrifice of the Pawn, although giving the first player a strong and continuous attack, leads to the ultimate loss of the game, if the defence be properly carried out.

We do not pretend to entirely exhaust the subject, but only intend to prove that the different ways of attack can be successfully repelled; thus, by giving the best modes of defence, we hope to engage the amateurs not to refuse the Evans' Gambit, and to adopt in their defence, what is called an open game. As it is a matter of the utmost indifference with which mode of attack we begin our analysis, we shall commence with Mr. FRASER'S variation. See *Praxis*, p. 136.

MR. FRASER'S ATTACK.

If we have come to an entirely opposite conclusion to that of Mr. FRASER, we do not thereby mean to depreciate that gentleman's labours, for his masterly analysis shows the numerous resources of attack in this Gambit, nay, he has even shown his great skill as a defensive player. One of the defences which he gives we will adopt to his last move but one.

In the *Praxis* three defences are given to Mr. FRASER'S attack

under the heads of A. B. and C. We shall first examine the defence C, which seems to us the best, and entirely satisfactory.

The following game will serve us throughout our analysis as the model game:—

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	

This move constitutes the Evans' Gambit,

4. K. B. takes Q. Kt. P.

By taking this Pawn, Black accepts the Evans' Gambit; if he do not take it, the Gambit is refused.

5. P. to Q. B. third.

It is generally believed that the second player has only two ways of defending the game now, viz., to play the B. to Q. R. fourth, or to Q. B. fourth, and as, in our opinion, either of these two moves is preferable to any other, we shall content ourselves with their analysis.

The latter of these two moves being essential to Mr. FRASER'S attack therefore:—

	5. K. B. to Q. B. fourth
6. P. to Q. fourth	

White may also castle instead, a way of attack which was formerly in vogue, and to which we shall refer hereafter.

	6. P. takes Q. P.
7. Castles	

"P. takes P." is another way of attack,

	7. P. to Q. third
8. P. takes P.	

"Q. to Q. Kt. third" at this point is a move which we shall analyse in another number.

	8. K. B. to Q. Kt. third
9. Q. Kt. to Q. B. third	

This is a move necessary to Mr. FRASER'S attack, to which we believe the best reply is,—

	9. Q. B. to K. Kt. fifth
10. Q. to Q. R. fourth	

This is *the* move invented by Mr. FRASER, and which Mr. STAUNTON believes to be the only play that enables White to keep up the attack

after his K. Kt. has been pinned; and now come the three variations which Mr. FRASER thinks the only ones at Black's command, and which are given in the *Praxis*, under the heads of A. B. C.

A. Q. B. takes K. Kt. *B.* K. to K. B. square, and *C.* Q. B. to Q. second. This last move, which we think the best, we shall examine first.

	10. Q. B. to Q. second
11. Q. to Q. Kt. third	11. Q. Kt. to Q. R. fourth

White is now compelled to sacrifice a piece.

12. K. B. takes K. B. P. (ch.)	12. K. to K. B. square
13. Q. to Q. fifth	13. K. Kt. to K. B. third
14. Q. to K. Kt. fifth	14. K. takes B.
15. P. to K. fifth	15. K. Kt. to K. Kt. fifth

The *Praxis* says this is Black's best move, but he may also play "K. Kt. to K. Kt. square," "K. Kt. to K. square," and "P. to K. R. third," which are all three bad. Here Mr. FRASER seems to us to have made a great oversight, and to have entirely overlooked Black's answer, "R. to K. square," giving up the piece, but remaining with a Pawn ahead and a very decent position. But we will at once join issue with Mr. FRASER and accept his defence to the last, as *cæteris paribus*, we think it preferable for Black to remain with a piece than with a Pawn ahead.

16. Q. to K. B. fourth (check)	16. K. to K. Kt. square
17. K. Kt. to K. Kt. fifth	17. K. Kt. to K. R. third

Here Mr. STAUNTON says, "Q. to K. B. square" seems at least as good, but we do not think so, for "Q. to K. fourth" in answer would have been fatal.

18. P. to K. sixth	18. Q. B. to K. square
19. Q. Kt. to Q. fifth	19. Q. Kt. to Q. B. third
20. K. R. to K. square	20. Q. Kt. to K. second

It must be confessed that both the attack and the defence here are very ingenious.

21. K. Kt. to K. B. seventh	21. Q. Kt. takes Q. Kt.
22. Q. to K. B. third	22. Kt. takes Kt.
23. Q. takes Q. Kt.	23. Q. to K. B. third
24. Q. takes Q. Kt. P.	

Here the *Praxis* puts the ingenious question, "Has White sufficient attack for the two pieces he has lost?" and observes at the same time Black's best reply seems to be, "K. B. takes Q. P." The move here

advised by Mr. STAUNTON would certainly lose the game at once for Black, for White would answer with "B. to Q. Kt. second," and win in a few moves. If instead of "Q. takes Q. Kt. P." White takes the Kt. with the Pawn, Black, by retaking it with the B. remains with a clear piece ahead. But Black answers very properly.

| 24. Q. R. to Q. square

and Black has a won game whatever White may do; if now "P. takes Kt.," B. retakes, and Black, as we said, remains with a clear piece ahead. But now the *Praxis* gives,—

25. P. to K. seventh |

and makes Black play "R. to Q. second." To this point of the game we accept all Mr. FRASER'S moves, but we decline most decidedly to accept this last one, whereupon he makes White play "Q. to Q. B. eighth," saying, and mates in two moves, if Black take the K. P. with his Rook; we agree with him as to the if, but as we said, we would do no such thing, which would bring us under a mate in two moves, we would first put our adversary under a mate of two moves, and it is really a wonder how both Mr. FRASER and Mr. STAUNTON could have overlooked so simple, and at the same time, so important, a move, as it necessarily wins the game for Black, we therefore give the 25th move of Black,—

| 25. B. takes Q. P.

Now Black threatens checkmate in two moves, White can therefore not take the Rook at the present move, being compelled to make a defensive one. Black has six pieces to White's four, and can lose but one, and therefore necessarily remains with one piece and a Pawn ahead. The attack is all but over, and if Black's K. R. is out of play, a few moves will easily bring it into play. White has now several defensive moves, but in order not to make a mistake we will exhaust the position.

In order to prevent the check-mate, White can only play three pieces; the King, the Rook, and the Bishop. If he play the King, it would enable Black to take the Rook with the Bishop, and White would be, with a Rook minus, in an inferior position to that which results from playing the Bishop. If he play the King's Rook, the same remarks apply. The only piece reasonably to be moved, is, therefore, the Bishop. The question is now, which is the best square to place the Bishop upon.

If White play "B. to Q. R. third," or to Q. second, Black answers

by "B. takes P. (check)," then "B. takes R.," and by playing "Kt. to K. fourth," remain with two pieces ahead. White cannot play "B. to K. third," for in that case Black can play either "B. takes B." or "B. takes R.," remaining, at least, with a piece and a Pawn ahead. "B. takes R." is best. If White play:—

26. B. to K. B. fourth	26. B. takes R.
27. P. takes R. (best)	27. Q. takes P. on Q. eighth
28. R. takes B.	

and Black remains with a clear piece ahead.

If White plays "B. to K. Kt. fifth," then "Q. takes B.," and Black remains with two pieces more.

The best move, however, is "B. to Q. Kt. second," and then the following variation occurs:—

26. B. to Q. Kt. second	26. B. takes B.
27. P. takes R. (best)	27. Q. takes P.
28. Q. takes B. or A.	28. Kt. to K. fourth
29. Q. R. to Q. Kt. square	29. Kt. to Q. second
30. K. R. to K. third	30. B. to K. B. second
31. R. to K. Kt. third	31. P. to K. Kt. third

and Black has a piece and a Pawn for the exchange, and clearly an easily won game.

A.

28. Q. takes Q. B. P.	28. B. to K. fourth
29. Q. takes Q. (best)	29. Kt. takes Q.
30. P. to B. fourth	30. B. to Q. fifth (check) (best)
31. K. to R. square	31. K. to B. second

and Black has the advantage of two pieces.

Mr. FRASER's analysis, although not leading to the conclusion which it originally intended, has rendered a great service to the theory of Chess, by proving that the 9th move, "Q. Kt. to Q. B. third," although leading to very complicated positions, is an unsound mode of attack, for it allows Black to pin the King's Kt.; and if, as Mr. FRASER proposes, the Q. plays to Q. R. fourth, Black, by playing "B. to Q. second," either wins a move, which is everything in the Evans' Gambit, or compels White to sacrifice a piece, which ultimately leads, as we have shown, to the loss of the game.

(*To be continued.*)

CHESS IN FRANCE.

During the last few years, in fact, since the death of KIESERITZKI, Chess had been so much neglected in France, that throughout the country, not a single Chess periodical was to be found. An attempt was made, we believe, two years ago, by Mr. A. DE RIVIERE, to bring out a monthly publication, but it did not survive its second number. Occasionally, a problem found its way into an illustrated paper, and in that consisted the whole Chess literature of that large and prosperous country. It was, therefore, with great satisfaction, that we saw, in the beginning of the year, the announcement of a monthly Chess publication entitled, *La Regence*, to be edited by Mr. P. JOURNOUD, a gentleman of great Chess abilities, and a player of no ordinary strength. It is published on the first of each month, and four numbers have already appeared. It is of the same size as the CHESS PLAYER'S CHRONICLE, and is edited with great judgment and skill, and we, therefore, hope that Monsieur JOURNOUD will have all the success his exertions deserve.

In the March number of *La Regence*, a problem tournament is announced, to which the whole world is invited; and as some of our readers may be willing to take part in it, we think it our duty to give the translation of the conditions.

The following is the Committee of judges:—

M. M. DEVINK, member of the legislative body, *President*. LEQUESNE, *Secretary*. ST. AMANT; LAROCHE; ARNOUS DE RIVIERE; DOOZAN; PRETI; JOURNOUD.

The Committe being composed of an even number of members, the President, in case of equality, has two votes.

The conditions are:—

Art. 1. A problem tournament is opened by the *Journal de la Regence*. French and Foreign composers are invited to take part in it.

Art. 2. Each competitor may send any number of problems, but not less than four. The award will be made according to the merit of all the problems as a whole, not as to the merit of a single problem. False problems, or those made against the rules given below, will be considered as not received.

Art. 3. The problems must have never been published. All subtleties such as supposed former move, or castling, are excluded. A Pawn, arriving at the eighth square, may be converted into any piece whatever.

Art. 4. The problems may be in three, four, or five moves, at the option of the author. Those in more or less moves are excluded. The mate must be a direct one. Forced or conditional mates are excluded. Problems which have several solutions will be considered as false, and set aside.

Art. 5. The problems must be sent post-paid to *Au Directeur du Journal La Regence*, Rue Saint Honoré, 161. They will be received to the 1st of July, 1860. Problems sent in after that date will not be admitted. The letter must contain the problems and their solutions without signature, but containing a device. The letter must also contain a sealed note, with the name of the composer and the device. This sealed note will only be opened, after the verdict has been pronounced.

Art. 6. A commission chosen from among the best French players will have to superintend the judgment. It will meet as soon as possible after the first of July.

Art. 7. The result, as well as a detailed account of the tournament and the operations connected with it will be given in the *Journal La Regence*, the editor of which reserves to himself the right of publishing not only the problems which have received a prize, but also all those which he may choose amongst the rest.

Art. 8. First prize, a complete collection of the *Palamede*, published by Saint-Amant, consisting of six yearly volumes.

Second prize. The collection of *La Revue* of 1856, and the subscription of the present year of the *Journal La Regence.*

We also rejoice to find in the French Chess periodical the announcement of a new work upon Chess by J. A. De Riviere, entitled, *Nouveau Manner du Jeu d'Echecs.* It is to be had at the Café de la Regence, at the low price of two francs.

The following is one of the games played in the match between Messrs. Journoud and A. De Riviere, which was won by the latter.

(*Centre Gambit.*)

White. (Journoud.)	*Black.* (De Riviere.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to Q. fourth	2. P. takes P.
3. Kt. to K. B. third	3. Kt. to Q. B. third
4. Kt. takes P.	4. Q. to K. B. third
5. Kt. takes Kt.	5. Q. P. takes Kt.
6. K. B. to Q. third	6. K. B. to Q. B. fourth
7. Castles	7. Kt. to K. R. third (*a*)
8. Q. to K. R. fifth	8. B. to K. second
9. P. to K. R. third	9. Q. to K. Kt. third
10. Q. takes Q.	10. R. P. takes Q.
11. Q. B. to K. B. fourth	11. P. to K. Kt. fourth (*b*)
12. B. takes Q. B. P.	12. P. to K. Kt. fifth
13. P. takes P.	13. Q. B. takes P.

14. Q. B. to K. B. fourth	14. Castles on Q.'s side (*c*)
15. Q. B. to K. third	15. P. to Q. R. third
16. Kt. to Q. B. third	16. Q. B. to K. third
17. P. to K. B. third	17. P. to K. Kt. fourth
18. K. to B. second	18. P. to Q. B. fourth (*d*)
19. Kt. to Q. R. fourth	19. P. to K. B. fourth
20. Q. B. takes Q. B. P.	20. K. B. to K. B. third
21. P. takes P.	21. Kt. takes P.
22. Q. R. to K. square	22. Kt. to K. Kt. second
23. B. to Q. Kt. sixth	23. R. to Q. third
24. P. to Q. Kt. third	24. R. takes B. (*e*)
25. Kt. takes R. (check)	25. K. to B. second
26. Kt. to Q. B. fourth	26. P. to K. Kt. fifth
27. K. R. to K. R. square	27. K. B. to Q. fifth (check)
28. K. to K. second	28. P. takes P. (check)
29. P. takes P.	29. R. to K. square
30. K. to Q. second	30. P. to Q. Kt. fourth
31. Kt. to K. third	31. P. to Q. Kt. fifth
32. Kt. to Q. square	32. R. to Q. square
33. K. to Q. B. square	33. P. to Q. R. fourth
34. K. R. to K. R. seventh	34. K. to Q. third
35. K. R. to R. sixth	35. K. B. to K. fourth
36. K. to Q. Kt. square	36. R. to K. B. square
37. Kt. to K. third	37. K. B. to K. B. fifth
38. K. R. to K. Kt. sixth	38. B. takes Kt.
39. Q. R. takes B.	39. R. to K. B. second
40. B. to Q. B. fourth	40. R. to K. second
41. R. takes Kt.	41. R. takes R.
42. R. takes B. (check)	42. K. to Q. B. fourth
43. R. to K. fifth (check)	43. K. to Q. fifth
44. R. to Q. fifth (check)	44. K. to K. sixth
45. R. takes P.	45. K. takes P.
46. R. to Q. Kt. fifth	46. K. to K. sixth
47. R. takes P.	47. K. to Q. fifth
48. K. to Q. Kt. second	

And Black resigns.

Notes.

(*a*) This is a very weak move; why not simply "Kt. to K. second," in order to establish the Knight on "K. Kt. third."

(*b*) An overdaring and useless sacrifice; it would have been far preferable to retreat the B. to Q. square.

(*c*) The editor of *La Regence* at this point remarks, that, instead of castling it would have been safer to bring "B. to Q. B. fourth," in order to keep White in a confined position. It strikes us, however, that whatever Black now did, he could not repair the fault which he committed on his 11th move, and which we commented upon in our last note. To throw a Pawn away, uselessly, in an important game is certainly anything but standard match play.

(*d*) Monsieur Journoud here very properly observes, that having given up a Pawn for the sake of attack, Black now loses another, and thus completely compromises his game.

(*e*) The French edition justifies this evident blunder, by the supposition that most likely Black has taken the Bishop with the Rook, thinking that he could have gained two minor pieces for the Rook afterwards, checking with the B. on K. fifth, entirely forgetting that the Knight by taking the Rook places the King in check. M. Journoud here however volunteers the consoling reflection that M. De Rivière's game being already past recovery, it mattered but little what Black did or omitted in his subsequent moves. A poor consolation indeed, which, however, is qualified by the remark, that a similar oversight very seldom occurred in M. De Rivière's contests.

WEST YORKSHIRE CHESS ASSOCIATION.

BRADFORD MEETING, 1860.

President, SAMUEL LAYCOCK, ESQ., J. P.
Vice President, BENJAMIN BROUGHTON, ESQ.

THE Committee beg to announce that the Fifth Annual Meeting of the "WEST YORKSHIRE CHESS ASSOCIATION" will be held in the Saloon of St. George's Hall, Bradford, on Saturday, May 19, 1860, when Play will be commenced at Ten o'clock.

The primary objects of the "West Yorkshire Chess Association" are to establish and cultivate a friendly intercourse between the Yorkshire Clubs and Chess players generally, and to endeavour to induce a more extensive practice of this truly scientific and royal game; and the Committee, confidently believing that these desirable objects will be greatly promoted by the annual gatherings of this and other similar associations, earnestly express a hope that an increased interest in their success will be evinced by as large and numerous attendance as possible at the ensuing meeting.

The Committee have the pleasure to announce that arrangements have been made with Mr. HARRWITZ to be present on this occasion, and they trust that the presence of a gentleman of such acknowledged and consummate skill as a Chess Player, will be considered not the least attractive feature of the meeting. The attendance also of several distinguished and leading players from neighbouring and distant

towns is expected, and tournaments and matches will be arranged on the morning of the meeting.

Attention is respectfully invited to the Rules of the "West Yorkshire Chess Association;" and the Committee beg to announce that the necessary Tickets may be obtained on application to the Secretaries of the Bradford, Halifax, Huddersfield, Leeds, and Wakefield Chess Clubs, and of the Secretary of the Association, at 14, Darley Street, Bradford; also at St. George's Hall, Bradford, on the day of the meeting. These Tickets, the charge for which to Members of Chess Clubs is Half a Crown, and to non-Members Three Shillings and Sixpence each, will give the right of admittance during the day, and include refreshments, which will be on the table at six o'clock.

Bradford, April 5, 1860. J. A. HESELTON, *Hon. Sec.*

The following Game, with the Notes, appeared in *The Daily Chronicle and Northern Counties Advertiser*, and is the concluding Game in the Tournament which recently took place in the Northumberland Chess Club.

(*Scotch Gambit*).

White. (Mr. MITCHESON).	*Black.* (Mr. PUNSHON).
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. Kt. takes P. (*a*)
4. Kt. takes P.	4. Kt. to K. third
5. B. to Q. B. fourth	5. P. to Q. B. third
6. Castles	6. Q. to Q. B. second (*b*)
7. P. to K. B. fourth	7. Kt. to K. B. third
8. Q. to K. B. third (*c*)	8. Kt. to Q. fifth
9. Q. to Q. third	9. B. to Q. B. fourth
10. K. to R. square (*d*)	10. Castles
11. P. to Q. B. third	11. Kt. to K. third
12. Q. to K. B. third (*e*)	12. P. to Q. fourth (*f*)
13. P. takes P.	13. P. takes P.
14. B. takes P.	14. Kt. takes B.
15. Q. takes Kt.	15. R. to Q. square
16. Q. to K. fourth	16. P. to Q. Kt. third
17. Q. to Q. B. second (*g*)	17. P. to K. B. third
18. Kt. to K. B. third	18. Kt. takes P.
19. Q. to K. fourth	19. Kt. to Q. sixth

20. Q. to Q. B. fourth (check)	20. K. to R. square
21. Q. Kt. to Q. second (*h*)	21. P. to Q. R. fourth
22. Q. to K. fourth	22. B. to R. third
23. P. to B. fourth	23. B. to Kt. second
24. Q. to K. R. fourth	24. Kt. to K. B. fifth
25. Kt. to K. fourth	25. Kt. to Q. sixth
26. Kt. takes B.	26. Q. takes Kt.
27. P. to K. R. third	27. B. takes Kt.
28. R. takes B.	28. Kt. to K. fourth
29. R. to K. B. square	29. R. to Q. fifth
30. Q. to B. second	30. R. takes P.
31. B. to K. third	31. Q. to B. third
32. Q. to Kt. third	32. P. to Q. Kt. fourth
33. B. to B. fourth	33. Kt. to B. second
34. Q. R. to B. square	34. R. takes R.
35. R. takes R.	35. Q. to K. third
36. P. to Q. R. third	36. P. to K. R. third
37. Q. to Q. B. third	37. P. to Q. R. fifth
38. Q. to Kt. fourth	38. Q. to K. seventh (*i*)
39. R. to B. seventh	39. Kt. to K. fourth
40. B. takes Kt.	40. P. takes B.
41. R. to Kt. seventh	41. R. to Q. square
42. R. takes Q. Kt. P.	42. Q. to B. eighth (check)
43. K. to R. second	43. R. to Q. fifth
44. R. to Kt. eighth (check)	44. K. to R. second
45. Q. to B. third	45. R. to Q. eighth
46. Q. to B. second (check)	46. R. to Q. sixth
47. Q. takes Q. R. P.	47. R. to Q. fifth
48. Q. to B. second (check)	48. P. to K. fifth
49. R. to K. eighth	49. Q. to K. B. fifth (check)
50. K. to R. square	50. R. to Q. sixth
51. Q. to K. second	51. R. to K. sixth
52. Q. to Q square	52. Q. to B. seventh (*k*)
53. Q. to Kt. fourth	53. R. to K. eighth (check)
54. K. to R. second	54. Q. to Kt. eighth (check)
55. K. to Kt. third	55. R. to K. sixth (check)
56. K. to B. fourth	56. Q. to B. seventh (check)
57. K. to K. fifth	57. Q. to B. third (check)

58. K. to Q. fifth	58. Q. to B. second (check)(*l*)
59. Q. to K. sixth (*m*) .	

Notes.

(*a*) Staunton adopted this defence in many of his games with Cochrane. It appears to be perfectly sound and judicious.

(*b*) A novelty, apparently, but to our mind, by no means an improvement.

(*c*) White loses time here.

(*d*) Taking the K. B. P. would have led to a more interesting game, and, we believe, to White's advantage. *Ex. gr.*:—

White.	*Black.*
10. B. takes K. B. P. (check)	10. K. to K. second
11. K. to R. square	11. P. to Q. third
12. P. to Q. B. third	12. Kt. to Q. Kt. fourth
13. P. to Q. Kt. fourth	13. B. to Kt. third
14. P. to Q. R. fourth	14. Kt. takes Q. B. P.
15. Q. takes Kt.	15. P. takes Kt.
16. P. takes P.	16. Kt. takes K. P.
17. Q. to K. square	17. Q. takes K. P.
18. Q. to K. R. fourth (check)	18. K. to B. square
19. Q. takes Kt.	19. Q. takes Q.
20. B. to Kt. sixth (dis. check)	20. B. interposes
21. R. takes B. (check)	21. K. moves
22. R. (checks)	22. K. moves

23. B. takes Q. and will remain with two pieces against a Rook, and a fair game.

Of course there are many other varieties, which space will not allow us to give. The present is the most important; but all seem to terminate in favour of White.

(*e*) "P. to Q. Kt. fourth," followed by "P. to Q. B. fourth," would have been stronger.

(*f*) This move was obviously made to open his game, but Black appears to have overlooked that it also tends to free his adversary's pieces.

(*g*) It would have been imprudent to have exchanged the Q. for the two Rooks.

(*h*) We should have preferred "P. to Q. Kt. fourth," when the following moves would have occurred:—

	21. Kt. takes Q. B. (best)
22. P. takes B.	22. Kt. to Q. sixth

23. P. to Q. B. sixth, with the better game.

(*i*) *Cui bono.*

(*k*) "Q. to K. Kt. sixth" wins the game at once.

(*l*) "R. to Q. sixth (check)" would still have won the game.

(*m*) The legitimate result of the game should have been a draw; but it terminated in favour of White eventually.

ANNUAL MEETING OF THE HOLMFIRTH CHESS CLUB.

(*From a Correspondent.*)

The Annual Meeting of this spirited Club was held at the Victoria Hotel, Holmfirth, on Thursday, the 5th instant. The Club-room was

open for Chess play at three o'clock, and amongst the company present we observed J. HARPIN, Esq., J.P., President of the Club; Mr. JOSHUA MOORHOUSE, jun., the Vice President; Mr. THOS. BARBER, the Hon. Sec.; and Messrs. J. HIXON, CHARLES MOORHOUSE (Penistone), JOSH. CROSSLAND, G. H. MELLOR, BROOK BEARDSELL, JOHN DYSON, ABEL THEWLIS, &c., &c.

From Huddersfield were present Messrs. JOHN WATKINSON, J. R. ROBINSON, and W. DYSON.

At five o'clock there was an adjournment for the purpose of partaking of a most substantial tea. After tea there was some very interesting play.

The Secretary had arranged that Mr. WATKINSON should contest six games simultaneously, and his opponents were as follows:—Mr. J. R. ROBINSON, of this town; Mr. CHARLES MOORHOUSE, of Penistone; and Messrs. T. BARBER, JOSHUA MOORHOUSE, jun., JOSH. CROSSLAND, and G. H. MELLOR, of the Holmfirth Club.

The result was that Mr. WATKINSON won five of the games, the sixth being left unfinished on account of Mr. J. R. ROBINSON having to leave by train. The great rapidity of Mr. WATKINSON'S play may be inferred from the fact that the play in all the games was over, under the hour. Mr. BROOK BEARDSELL afterwards encountered Mr. WATKINSON singly, the latter player giving the odds of the Queen's Rook, and winning four games.

The gathering broke up at an advanced hour, all present having spent a very agreeable evening.

Game in the Match between Messrs. M. E. WERNER & WALTER PARRATT.

(*Evans' Gambit.*)

White. (Mr. PARRATT.)	*Black.* (Mr. WERNER.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. B. to Q. B. fourth
3. P. to Q. Kt. fourth	3. B. takes P.
4. P. to Q. B. third	4. B. to Q. R. fourth
5. Kt. to K. B. third	5. Kt. to Q. B. third
6. Castles	6. Kt. to K. B. third
7. P. to Q. fourth	7. P. takes P.
8. P. to K. fifth	8. Kt. to K. fifth
9. P. takes P. (*a*)	9. Castles
10. B. to Q. Kt. second	10. P. to Q. fourth
11. P. takes P. (*en passant*)	11. K. Kt. takes Q. P.
12. B. to Q. Kt. third	12. B. to K. Kt. fifth

13. P. to Q. fifth (*b*)	13. B. takes Kt.
14. Q. takes B.	14. Kt. to K. second
15. Q. to K. Kt. fourth	15. Kt. to K. Kt. third
16. P. to K. B. fourth	16. P. to K. B. fourth
17. Q. to K. B. third	17. K. to R. square
18. Kt. to Q. R. third	18. Kt. to K. fifth
19. Kt. to Q. B. fourth	19. Q. takes Q. P. (*c*)
20. Q. R. to Q. square	20. Q. to Q. Kt. fourth
21. Kt. takes B.	21. Q. takes Kt.
22. R. to Q. seventh	22. Kt. to K. B. third
23. B. takes Kt.	23. R. takes B.
24. Q. takes Q. Kt. P.	24. Q. to Q. Kt. third (check)
25. Q. takes Q.	25. Q. B. P. takes Q.*
26. B. to Q. fifth	26. Kt. to K. B. square
27. R. takes K. Kt. P. (*d*)	27. K. takes R.
28. B. takes R	28. R. to Q. third
29. R. to Q. B. square	29. P. to Q. R. fourth
30. R. to Q. B. second	30. Kt. to K. third
31. P. to K. Kt. third	31. P. to K. R. fourth
32. K. to Kt. second	32. P. to K. R. fifth
33. K. to K. B. second	33. K. to Kt. third
34. K. to K. third	34. Kt. to Q. B. fourth
35. K. to K. second	35. Kt. to Q. sixth
36. R. to Q. B. third	36. Kt. to Q. B. fourth (*e*)
37. B. to K. B. third	37. P. takes P.
38. P. takes P.	38. R. to K. third (check)
39. R. to K. third	39. Kt. to K. fifth (*f*)
40. B. takes Kt. (*g*)	40. P. takes B.
41. R. to Q. Kt. third	41. K. to K. B. fourth
42. R. to Q. Kt. fifth (check)	42. K. to K. B. third
43. K. to K. third	43. K. to K. B. second
44. P. to K. Kt. fourth	44. K. to K. B. third
45. P. to Q. R. fourth	45. R. to Q. B. third
46. K. takes P.	46. R. to Q. B. fifth (check)
47. K. to K. B. third	47. R. takes Q. R. P.
48. R. takes P. (check)	48. K. to K. B. second
49. P. to K. Kt. fifth	49. R. to Q. B. fifth
50. K. to K. Kt. fourth	50. P. to Q. R. fifth

51. R. to Q. R. sixth	51. K. to K. Kt. second
52. R. to Q. R. fifth	52. K. to K. Kt. third
53. R. to Q. R. sixth (check)	53. K. to K. Kt. second
54. K. to K. B. fifth	54. K. to K. B. second
55. R. to Q. R. seventh (check)	55. K. to K. B. square
56. P. to K. Kt. sixth	56. R. to Q. B. fourth (check)
57. K. to K. B. sixth	57. R. to Q. B. third (check)
58. K. to K. Kt. fifth	58. R. to Q. B. fifth
59. P. to K. B. fifth	59. R. to Q. Kt. fifth
60. R. to Q. R. eighth (check)	60. K. to K. second
61. P. to K. Kt. seventh	

And wins, after two hours and a-half hard fighting.

Notes.

(*a*) We should have much preferred "B. to Q. R. third," here. It would have prevented Black from castling, and would have rendered his game a very difficult one to defend.

(*b*) Threatening "Q. to Q. fourth," winning a piece, if the Knight is moved at once.

(*c*) The game is now very critical for both parties.

(*d*) Well played; at once securing the Pawn.

(*e*) The game is drawn with correct play. Mr. Werner had at this point the choice given him of giving up the game as a draw, but he declined, and, as will be seen, subsequently lost it.

(*f*) Badly played, allowing White to obtain two passed Pawns.

(*g*) Of course. After this Black's game is hopeless.

A match has been recently contested between Mr. JOHN WATKINSON and Mr. WALTER PARRATT, the former giving the odds of "Pawn and two moves." Mr. PARRATT had previously beaten Mr. WATKINSON very decisively in matches at the large odds of the Queen's Rook and the Queen's Knight, and the present match in consequence was looked forward to with some interest. It was commenced March, 1859, and only terminated last month. Most of the games have been arduously contested, one in particular having been upwards of six hours in duration, and played at three sittings. The score at the conclusion of the match was as follows:—Mr. WATKINSON, 7; Mr. PARRATT, 3; drawn games, 4. Concluding game in the match:—

(*Remove Black's K. B. P.*)

White. (Mr. PARRATT.)	*Black.* (Mr. WATKINSON.)
1. { P. to K. fourth { P. to Q. fourth	1. Kt. to Q. B. third
2. B. to Q. third	2. P. to K. third

3. P. to K. fifth	3. Q. to K. R. fifth
4. Kt. to K. B. third	4. Q. to K. R. fourth
5 P. to K. R. third	5. Kt. to Q. Kt. fifth
6. P. to K. Kt. fourth	6. Kt. takes B. (check)
7. Q. takes Kt.	7. Q. to K. Kt. third
8. Q. takes Q. (*a*)	8. P. takes Q.
9. Kt. to Q. B. third	9. B. to Q. Kt. fifth
10. B. to Q. second	10. P. to Q. Kt. third
11. Kt. to Q. Kt. fifth	11. B. takes B. (check)
12. K. takes B.	12. K. to Q. square
13. Kt. to K. Kt. fifth	13. Kt. to K. R. third
14. P. to Q. B. fourth	14. P. to Q. R. third
15. Kt. to Q. B. third	15. B. to Q. Kt. second
16. P. to Q. fifth	16. R. to K. B. square
17. K. R. to K. B. square	17. R. to K. B. fifth
18. P. to Q. Kt. third	18. P. takes P.
19. K. to K. third	19. R. to K. B. square
20. Kt. takes P.	20. B. takes Kt.
21. P. takes B.	21. K. to Q. B. square
22. Q. R. to Q. B. square	22. K. to Q. Kt. second
23. Q. R. to Q. B. fourth	23. Q. R. to K. square
24. Q. R. to K. fourth (*b*)	24. P. to Q. B. third
25. P. to Q. sixth	25. Kt. to K. B. second
26. Kt. takes Kt.	26. R. takes Kt.
27. P. to K. B. fourth (*c*)	27. P. to Q. B. fourth
28. P. to K. B. fifth	28. P. takes P.
29. R. takes P.	29. R. takes R.
30. P. takes R.	30. R. to K. R. square
31. P. to K. sixth (*d*)	31. K. to Q. B. third
32. R. to K. Kt. fourth (*e*)	32. P. takes P.
33. R. takes Kt. P.	33. R. takes P. (check)
34. K. to K. B. fourth	34. P. takes P.
35. K. takes P.	35. K. takes P.
36. R. to K. Kt. sixth (check)	36. K. to Q. B. second
37. R. to K. Kt. second	37. R. to K. R. third
38. K. to K. sixth	38. K. to Q. B. third
39. K. to K. fifth	39. K. to Q. Kt. fourth
40. R. to Q. B. second	40. P. to Q. R. fourth

41. K. to K. fourth	41. R. to Q. eighth
42. K. to K. third	42. P. to Q. R. fifth
43. R. to Q. Kt. second	43. P. takes P.
44. P. takes P.	44. K. to Q. Kt. fifth
45. K. to K. second	45. R. to K. R. eighth
46. K. to Q. second	46. R. to K. R. seventh (check)
47. K. to B. square	47. R. takes R.
48. K. takes R.	48. P. to Q. Kt. fourth (*f*)
49. K. to Q. B. second	49. K. to Q. R. sixth
50. K. to Q. B. third	50. P. to Q. Kt. fifth (check)
51. K. to Q. B. second	51. K. to Q. R. seventh

And White resigns the game and the match.

Notes.

(*a*) As a rule an early exchange of Queens is not good play at these odds. It is sound, however, in this instance, as it gives Black a double Pawn.

(*b*) If White had played 24. "P. to K. B. fourth," Black would have replied with 24. "R. takes K. P. (check)."

(*c*) White has now a formidable array of centre Pawns.

(*d*) The advance of this Pawn, although apparently a strong move, is proved unsound by Black's subsequent play. "P. to K. R. fourth" would have been a better move.

(*e*) It will be found on examination that White has no better move at command.

(*f*) The termination is an improving lesson in Pawn play.

The Match between Messrs. HARRWITZ and MONGREDIEN.

Since the publication of our last number this match terminated in favour of Mr. HARRWITZ.

Herr HARRWITZ won every game except the sixth, which was drawn, the result was therefore the same as in the match between Messrs. MORPHY and MONGREDIEN. We published the four first games in our April number, and give here the four last.

GAME V.

(*Sicilian opening.*)

White. (Mr. MONGREDIEN.)	*Black.* (Herr HARRWITZ.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to K. B. fourth	2. P. to K. third
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. B. to Kt. fifth	4. K. Kt. to K. second
5. Castles	5. P. to Q. fourth

6. P. takes P.	6. Q. takes P. (*a*)
7. P. to Q. B. fourth (*b*)	7. Q. to Q. sixth
8. Kt. to K. fifth (*c*)	8. Q. to Q. fifth (check)
9. K. to R. square	9. P. to K. B. third
10. B. takes Kt. (check) (*d*)	10. P. takes B.
11. Kt. to K. B. third	11. Q. takes Q. B. P.
12. P. to Q. third	12. Q. to R. third
13. Q. Kt. to B. third	13. Kt. to Q. fourth
14. Q. Kt. to R. fourth (*e*)	14. B. to K. second
15. R. to K. square	15. Castles
16. B. to K. third	16. Q. to Kt. fourth
17. Q. R. to B. square	17. Kt. takes B.
18. R. takes Kt.	18. B. to Q. third
19. R. to K. fourth	19. R. to K. square
20. K. R. to B. fourth	20. Q. to Kt. square
21. P. to K. Kt. third	21. B. to R. third
22. K. R. to B. third	22. K. R. to Q. square
23. R. to Kt. third	23. Q. to B. second
24. Kt. takes P.	24. B. takes Kt.
25. R. takes B.	25. Q. to Q. third
26. Q. R. to B. third	26. P. to Q. B. fourth
27. Q. to K. second	27. Q. R. to Q. B. square
28. Kt. to Q. second	28. R. to Q. second
29. Kt. to K. fourth	29. Q. to Q. fourth
30. K. to Kt. square	30. B. to Kt. second (*f*)
31. R. to Kt. fifth	31. P. to K. B. fourth
32. Kt. takes Q. B. P.	32. R. takes Kt.
33. K. R. takes R.	33. Q. to R. eighth (check)
34. K. to B. second	34. Q. takes P. (check)
35. K. to B. square	35. Q. to R. eighth (check)
36. K. to B. second	36. Q. to Kt. seventh (check)
37. K. to K. square	37. Q. takes P. (check)
38. Q. to B. second	38. Q. to R. sixth
39. K. to Q. second	39. P. to K. R. fourth
40. Q. to K. second	40. R. to Q. third
41. R. to B. seventh	41. R. to Kt. third
42. P. to Q. Kt. third	42. B. to B. sixth
43. Q. to K. fifth	43. Q. to Kt. seventh (check)

44. K. to B. square	44. K. to R. second
45. R. to K. seventh	45. P. to R. fifth
46. R. to B. second	46. Q. to Kt. fifth (*g*)
47. R. to K. R. second	47. Q. to Kt. eighth (check)

And wins.

Notes.

(*a*) Decidedly the best way of taking the Pawn.
(*b*) This move gives Black an immediate advantage of position, as by bringing to "Q. to Q. sixth" he cramps White's game.
(*c*) This mistake loses a Pawn.
(*d*) "Kt. takes B." would have been better: White being compelled to give up a Pawn. He would have had a stronger game by keeping the K. B.
(*e*) A lost move, as the Kt. must evidently come to the same square back again: the attack upon the Q. B. P. is unsound, for Black could have pushed the P. at once.
(*f*) "P. to Q. B. fifth" seems to us stronger.
(*g*) Evidently an oversight.

GAME VI.

Between the same opponents.

(*Allgaier Gambit.*)

Black. (Herr HARRWITZ.)	*White.* (Mr. MONGREDIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth
5. Kt. to K. fifth	5. Kt. to K. B. third
6. B. to Q. B. fourth	6. P. to Q. fourth
7. P. takes P.	7. B. to Q. third
8. P. to Q. fourth	8. B. takes Kt. (*a*)
9. P. takes B.	9. Kt. to R. fourth
10. Kt. to B. third	10. Q. to K. second
11. P. to K. sixth (*b*)	11. P. takes P.
12. B. to Kt. fifth (check)	12. B. to Q. second
13. Q. takes P.	13. Kt. to Kt. sixth
14. R. to R. third	14. P. takes P. (dis. check)
15. K. to Q. square	15. P. to Q. B. third
16. Q. takes P.	16. B. takes R.
17. Q. takes K. Kt.	17. B. to K. third
18. B. to Q. third	18. R. to Kt. square

19. Q. to B. second	19. Kt. to Q. second
20. B. to K. Kt. fifth	20. Q. to K. Kt. second
21. Q. to K. third	21. Q. to K. fourth
22. Q. to B. third	22. Kt. to Q. B. fourth
23. Q. to R. fifth (check)	23. K. to Q. second
24. K. to Q. second	24. Q. R. to K. B. square
25. R. to K. square	25. R. to B. seventh (check)
26. K. to Q. square	26. Q. to Q. fifth
27. Q. to R. sixth	27. B. to Kt. fifth (check)
28. Kt. to K. second	28. B. takes Kt. (check)
29. R. takes B.	29. R. takes R.
30. K. takes R.	30. R. to K. square (check)
31. K. to B. third	31. Kt. takes B.
32. Q. takes R. P. (check)	32. K. to Q. third
33. P. takes Kt.	33. R. to B. square (check)
34. K. to Kt. third	34. Q. to K. fourth (check)
35. K. to Kt. fourth	35. Q. to K. seventh (check)
36. K. to Kt. third	36. Q. to K. third
37. P. to Q. fourth	37. R. to B. second
38. Q. to R. eighth	38. P. to B. fourth
39. P. takes P. (check)	39. K. takes P.
40. Q. to B. third (check)	40. K. to Q. third
41. B. to B. fourth (check)	41. K. to K. second
42. Q. to B. seventh (check)	42. K. to B. square
43. Q. to Kt. eighth (check)	43. K. to Kt. second

And the game was drawn by mutual consent.

Notes.

(*a*) "Kt. to R. fourth" at once is we believe better.

(*b*) This was a rash move which is not at all in the style of Herr Harrwitz's play, Q. to her fourth would have given him at once the best game; now he has a very hard battle to fight, and ought to be glad to draw the game.

GAME VII.

Between the same opponents.

(*Irregular Opening.*)

White. (Mr. MONGREDIEN.)	*Black.* (Herr HARRWITZ.)
1. P. to Q. fourth	1. P. to K. B. fourth
2. P. to Q. B. fourth	2. P. to K. third

3. P. to K. B. fourth	3. Kt. to K. B. third
4. Kt. to Q. B. third	4. Kt. to K. fifth
5. K. Kt. to B. third (*a*)	5. B. to Q. Kt. fifth
6. B. to Q. second	6. B. takes Kt.
7. B. takes B.	7. P. to Q. fourth
8. P. to K. third	8. Castles
9. B. to K. second	9. Kt. to Q. B. third
10. Castles	10. Kt. to K. second
11. Kt. to K. fifth	11. R. to K. B. third
12. B. to K. R. fifth (*b*)	12. P. takes P.
13. P. to K. Kt. fourth	13. Kt. to Q. fourth
14. P. to K. Kt. fifth	14. R. to K. B. square
15. B. to Q. second	15. P. to Q. Kt. fourth
16. B. to K. B. third	16. B. to Q. Kt. second
17. B. takes Kt.	17. P. takes B.
18. Q. to K. Kt. fourth	18. R. to K. B. fourth
19. R. to K. B. second	19. Q. to K. second
20. P. to K. R. fourth	20. P to Q. B. fourth
21. P. takes P.	21. Q. takes Q. B. P.
22. R. to K. square	22. P. to Q. Kt. fifth
23. Q. to K. second	23. R. to Q. B. square
24. R. to Q. B. square	24. P. to Q. B. sixth
25. P. takes P.	25. P. takes P.
26. Kt. to K. Kt. fourth	26. Q. to Q. R. sixth
27. R. to Q. Kt. square	27. B. to Q. R. third
28. B. to Q. B. square	28. B. takes Q.
29. B. takes Q.	29. B. takes Kt.

And White resigns.

Notes.

(*a*) "Kt. takes Kt." was the move, for if the B. pins the Q. Kt., the Black Kt. can no more be dislodged, except with great disadvantage; but if White did not wish to exchange Kt. against Kt., he ought, at all events, to have played "Kt. to K. R. third."

(*b*) Why give up the Q. B. P.? it would have been more simple to play the "P. to Q. B. fifth."

(*c*) "Q. to K." was at any rate better, as the Q. R. must finally come to B. square.

GAME VIII.

Between the same opponents.

Black. (Herr HARRWITZ.)	*White.* (Mr. MONGREDIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to Kt. fifth
5. Kt. to K. fifth	5. K. Kt. to B. third
6. B. to Q. B. fourth	6. P. to Q. fourth
7. P. takes P.	7. B. to Q. third
8. P. to Q. fourth	8. Q. to K. second (*a*)
9. B. takes P.	9. Kt. to R. fourth
10. Castles (*b*)	10. Q. takes P. (*c*)
11. Q. to K. second	11. Castles
12. Q. B. to R. sixth	12. Kt. to Kt. sixth (*d*)
13. Q. to K. third	13. Kt. to B. fourth
14. R. takes Kt.	14. B. takes R.
15. B. takes R.	15. K. takes B.
16. P. to K. Kt. third	16. Q. to R. fourth
17. Kt. to Q. second	17. P. to K. B. third (*e*)
18. R. to K. B. square	18. K. to Kt. second
19. Kt. to K. third	19. Kt. to Q. second
20. Kt. to B. fourth	20. B. takes Kt.
21. Q. takes B.	21. K. to Kt. third
22. Q. takes Q. B. P.	22. R. to K. square
23. R. takes B.	23. K. takes R.
24. B. to Q. third (check)	24. K. to Kt. fourth
25. Q. to K. B. fourth	

And Mates.

Notes.

(*a*) This must be bad, as the gambit player not only has won his Pawn back, but is enabled to win a second Pawn by bringing a piece into play.

(*b*) Probably the best move under the circumstances.

(*c*) By "Kt. takes B.," White may have won at least one Pawn, and got out of the difficulties.

(*d*) "B. takes Kt.," followed by "P. to K. Kt. sixth," would have forced the exchange of Queens.

(*e*) This is weak play, and gives White an irresistible attack; Mr. Mongredien is evidently despairing of overcoming his opponent, after having already lost six games, and does not wish to prolong a hopeless struggle.

Game between Herr HARRWITZ and Mr. BURDEN.

(*Remove Black King's Bishop's Pawn.*)

White. (Mr. BURDEN.)	*Black.* (Herr HARRWITZ.)
1. P. to K. fourth	1. Q. Qt. to B. third
2. P. to Q. fourth	2. P. to K. fourth
3. P. to Q. fifth	3. Q. Kt. to K. second
4. Q. B. to K. Kt. fifth	4. P. to Q. third
5. Q. Kt. to B. third	5. P. to Q. R. third
6. B. to K. second	6. K. Kt. to B. third
7. B. takes Kt.	7. P. takes B.
8. B. to R. fifth (check)	8. Kt. to Kt. third
9. K. Kt. to B. third	9. P. to K. B. fourth
10. Q. to Q. second	10. P. to K. B. fifth
11. P. to K. R. fourth	11. B. to R. third
12. P. to K. Kt. fourth	12. B. to Q. second
13. P. to Kt. fifth	13. B. to Kt. second
14. Castles (Q. R.)	14. Q. to K. second
15. Q. R. to Kt. square	15. Castles (Q. R.)
16. B. to Kt. fourth	16. B. takes B.
17. R. takes B.	17. Q. to Q. second
18. K. R. to Kt. square	18. K. R. to Kt. square
19. P. to K. R. fifth	19. Kt. to K. second
20. Kt. to K. square	20. P. to Q. B. third
21. P. to K. B. third	21. P. to B. fourth
22. P. to R. sixth	22. B. to B. square
23. P. to Q. Kt. third	23. P. to Kt. fourth
24. Kt. to Q. third	24. K. to Kt. second
25. P. to R. fourth	25. Kt. to B. square
26. K. to Kt. second	26. P. to Kt. fifth
27. Kt. to R. second	27. P. to R. fourth
28. P. to B. third	28. P. to B. fifth
29. P. takes B. P.	29. Kt. to Kt. third
30. P. to B. fifth	30. Kt. to B. fifth (check)
31. K. to R. square	31. Q. P. takes P.
32. Q. to K. second	32. Q. takes R. P.
33. Kt. takes Kt. P.	33. B. P. takes Kt.
34. Q. takes Kt.	34. R. to B. square

35. Q. to K. second	35. R. takes P.
36. R. to Q. Kt. square	36. R. to B. seventh
37. Q. takes R.	37. Q. takes Q.
38. R. fr. Kt. fourth to Kt. square	38. B. to B. fourth.

And White resigns.

Game between Herr HARRWITZ and an AMATEUR. Herr H. giving the Queen's Rook.

White. (Herr HARRWITZ.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. takes Q. P.	3. Q. takes P.
4. Q. Kt. to B. third	4. Q. to Q. square
5. P. takes P.	5. Q. B. to K. third
6. P. to Q. fourth	6. K. B. to Q. Kt. fifth
7. K. Kt. to B. third	7. K. Kt. to K. second
8. K. B. to Q. third	8. Kt. to Q. fourth
9. Q. B. to Q. second	9. Kt. takes Kt.
10. P. takes Kt.	10. K. B. to Q. R. fourth
11. Castles	11. Castles
12. Kt. to Kt. fifth	12. P. to K. R. third
13. Q. to K. R. fifth	13. Kt. to B. third
14. R. to B. sixth	14. Kt. takes Q.
15. R. takes K. R. P.	

And Black resigned.

UNPUBLISHED GAMES OF PHILIDOR.

(From the American Chess Monthly).

GAME V.

Between Mr. PHILIDOR and Count BRUHL.

(Odds of Pawn and Move.)

White. (COUNT BRUHL.)	*Black.* (Mr. PHILIDOR.)
1. P. to K. fourth	1. K. Kt. to R. third
2. P. to Q. fourth	2. Kt. to B. second
3. B. to B. fourth	3. P. to K. third
4. B. to Kt. third (*a*)	4. P. to Q. fourth

5. P. to K. fifth	5. P. to B. fourth
6. P. to Q. B. third	6. Kt. to B. third (*b*)
7. Kt. to K. second	7. Q. to Q. Kt. third
8. B. to R. fourth (*c*)	8. B. to Q. second
9. B. takes Kt.	9. P. takes B.
10. Castles	10. P. takes P.
11. P. takes P.	11. P. to B. fourth
12. B. to K. third	12. P. takes P.
13. B. takes P.	13. B. to B. fourth
14. P. to B. fourth	14. Castles (K. R.)
15. B. takes B.	15. Q. takes B. (check)
16. Q. to Q. fourth	16. Q. takes Q. (check)
17. Kt. takes Q.	17. P. to Kt. fourth
18. P. to K. Kt. third	18. P. takes P.
19. P. takes P.	19. Q. R. to Kt. square
20. R. to B. second	20. Kt. to R. square
21. P. to B. fifth (*d*)	21. P. takes P.
22. Q. Kt. to B. third	22. Q. R. to K. square
23. R. to K. square	23. B. to K. third
24. Kt. takes B.	24. R. takes Kt.
25. Kt. takes P.	25. Kt. to Kt. third
26. R. to K. Kt. second	26. K. to R. square
27. K. R. to K. second	27. P. to B. fifth
28. Kt. to B. sixth	28. K. to Kt. second (*e*)
29. K. to B. second	29. R. to B. second
30. P. to K. R. fourth	30. K. R. to K. second
31. Kt. to Q. fifth	31. R. to Q. second
32. Kt. to B. sixth	32. K. R. to K. second

Both players persisting in repeating the same move, neither could hope to win, and the game was declared drawn.

Notes.

(*a*) See note on this move in another game between these players.

(*b*) Up to this point the moves are identical with those in the contest just referred to. In that instance, White now played, 7. "P. to K. B. fourth," which was better than the move now selected.

(*c*) Losing time; the first player by no means makes the most of the opening.

(*d*) Well conceived but premature; he should first have played "Q. Kt. to B. third."

(*e*) The latter portion of the game is well played by both parties.

GAME VI.

Between Mr. PHILIDOR and Mr. JENNINGS.

(Odds of Pawn and Move.)

White. (Mr. JENNINGS.)	*Black.* (Mr. PHILIDOR.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. Q. to R. fifth (check)	2. P. to Kt. third
3. Q. takes B. P.	3. Q. Kt. to B. third
4. Q. to B. third (*a*)	4. P. to K. fourth
5. P. to Q. R. third	5. Kt. to B. third
6. P. to B. third	6. P. to Q. R. fourth (*b*)
7. B. to B. fourth	7. P. to Q. fourth
8. B. to Kt. fifth	8. Q. to Kt. third (*c*)
9. Q. takes P. (check)	9. K. to B. second
10. B. takes Kt.	10. P. takes B.
11. P. to Q. fourth	11. K. B. to Kt. second
12. Kt. to K. second	12. R. to K. square
13. Q. to Kt. fifth	13. P. takes P.
14. Q. Kt. to B. third (*d*)	14. P. takes P.
15. P. takes P.	15. Q. takes Q. P.
16. Kt. to K. fourth	16. Kt. takes Kt.
17. P. takes Kt.	17. Q. takes K. P.
18. Castles (check)	18. K. to Kt. square
19. R. to B. second (*e*)	19. Q. B. to R. third
20. Kt. to Kt. third	20. Q. to K. eighth (check)
21. K. to Kt. second	21. B. to Q. fifth
22. R. to B. third	22. Q. to Kt. eighth (check)
23. K. to R. third	23. B. to B. square (check)
24. Kt. to B. fifth (*f*)	24. Q. takes Q.
25. B. takes Q.	25. B. takes Kt. (check)
26. K. to R. fourth	26. R. to K. fifth (check)
27. B. to B. fourth	27. B. to K. fourth
28. Q. R. to K. B. square	28. P. to R. third
29. K. to Kt. third	29. R. takes B.
30. R. takes R.	30. P. to Kt. fourth

And Mr. Jennings resigns.

Notes.

(*a*) White in a previous Game, here played 4. "Q. to K. third." Neither of the two moves is the correct one. As we have before remarked, the proper play is 4. "Q. to B. fourth."

(*b*) Intending, should White venture to move his Queen's Pawn to play "B. to Kt. fifth," and so on.

(*c*) All this is played with great vigour and accuracy. Indeed all of these

newly discovered games seem to contain internal evidence that they were played at a period when the great master was in the fullest possession of his Chess powers.

(*d*) Better would have been 14. "P. to K. B. fourth;" but, in any case, Black has a good game.

(*e*) Obviously White cannot play either 19. "Kt. to B. third," or "Kt. to Kt. third," on account of the threatened check with the Bishop at Queen's fifth.

(*f*) Forced, as is evident.

SOLUTIONS TO PROBLEMS.

No. 61. *Page* 127.

White.	*Black.*
1. Q. to K. R. sixth	1. P. to B. fourth
2. Kt. takes B. (check)	2. K. moves
3. Q. takes Q. mate	
	A.
	1. B. takes P.
2. Q. to K. B. eighth (check)	2. K. moves
3. Kt. to Q. seventh, mate	
	B.
	1. R. takes Q.
2. B. to K. Kt. third (check)	2. Any move
3. B. or Kt. mates	

No. 62. *Page* 127.

White.	*Black.*
1. Kt. to Q. fifth	1. P. moves
2. R. to K. third	2. P. moves
3. Kt. to Q. B. third	3. P. takes R.
4. Kt. to K. second	
mates.	

No. 63. *Page* 128.

White.	*Black.*
1. R. takes P.	1. P. takes R.
2. Kt. to Q. sixth (check)	2. P. takes Kt.
3. Kt. to K. fourth	3. Any move
4. Kt. to Q. sixth	
mates.	

No. 64. *Page* 128.

White.	*Black.*
1. Q. to Q. second	1. K. to B. third
2. Q. to Q. seventh	2. K. to K. fourth
3. Q. to Q. eighth	3. K. to B. fifth
4. Q. to K. Kt. fifth	
mates.	

No. 65. Problem by F. HEALEY, Esq.

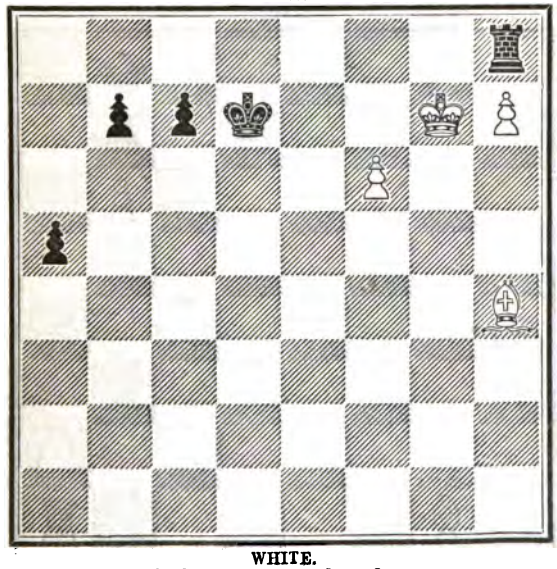
BLACK.

WHITE.

White to move, and mate in four moves.

No. 66. Problem by Mr. HORWITZ.

BLACK.

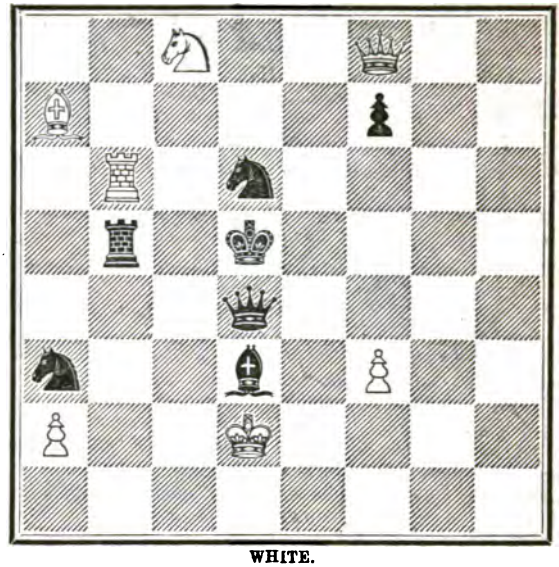


WHITE.

Black to move, and to draw.

No. 67. Problem by Mr. T. HAZEON, St. James's Chess Club.

BLACK.

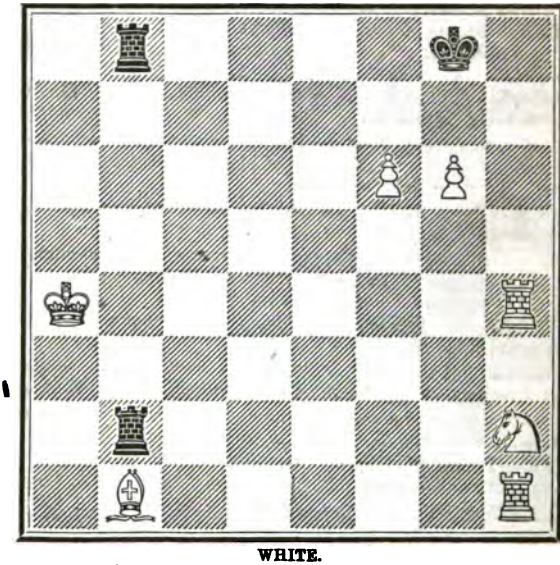


WHITE.

White to move, and mate in four moves.

No. 68. DILARAM'S Problem, modified so as to suit our Board, from a *Persian MS.* in the Brit. Mus., No. 16,856, by D. Forbes.

BLACK.



WHITE.

White to move, and mate in six moves.

THE EVANS' GAMBIT.

(*Continued from page* 136.)

We have shown in our last number, that, in Mr. Fraser's attack, the principle of sacrificing a piece is an unsound one. The piece can be kept to the last, and the defence finally wins. We have also mentioned, at the 15th move, that Mr. Fraser seems to have entirely overlooked that Black can sacrifice his piece for a Pawn, remaining with a Pawn ahead. If, therefore, instead of Black's 15th move, "K. Kt. to K. Kt. fifth," Black would answer by "R. to K. square," the following variations may occur:—

White.	*Black.*
15.	15. R. to K. square
16. P. takes Kt. or (A) (B)	16. Q. takes P.
17. Q. to K. R. fifth (check	

If the Queen were to check on Q. fifth, B. would interpose; and on Kt. checking on K. Kt. fifth, Black, by playing "K. to Kt. square," has the best of the game.

	17. K. to K. Kt. square
18. Kt. to K. Kt. fifth	

If "B. to K. Kt. fifth," Black gets the best game by playing, "Q. to K. B. fourth."

	18. B. to K. B. fourth
19. B. to K. third	19. P. to Q. B. third

And Black has again the better game.

A.

16. Q. to K. R. fourth	16. P. to K. R. third

This is the only move to prevent Black from getting an overwhelming attack; and although the move with the Queen seems a defensive, it is in reality a very attacking one.

17. B. takes K. R. P.

If "P. takes Kt." now, "Q. takes P."; and if "B. to K. Kt. fifth," "Q. to K. B. fourth," gives Black the better game.

	17. R. to K. R. square
18. P. takes K. Kt. (best)	18. R. takes B.
19. Kt. to K. Kt. fifth (check)	19. K. to K. Kt. square

And Black remains with a piece ahead.

B.

16. Q. to K. B. fourth	16. Kt. to Q. B. third
17. Kt. to K. Kt. fifth (check)	17. K. to Kt. square

18. P. takes Kt.	18. Q. takes P.
19. Q. to K. R. fourth	19. P. to K. R. third
20. Kt. to Q. fifth	20. Q. to K. B. fourth
21. P. to Q. fifth (best)	21. Kt. to K. fourth

And Black has the better game, White being compelled to lose a piece.

If White make any other move on the 16th move, Black has clearly the advantage. Thus we have shown Mr. FRASER'S attack to be unsound. Now we shall try to prove that all the other attacks of the Evans' Gambit, although some of them may be far more sound in principle, can also be successfully repelled.

MACDONNELL'S ATTACK.

This mode of attack, which was first introduced by MACDONNELL, and which is perhaps the strongest and most varied way of continuing this Gambit, consists in playing on the 9th move, "Pawn to Queen's fifth," instead of FRASER'S move, "Q. Kt. to Q. B. third." As, after this move, there are still different ways of continuing the attack on the 10th move; we shall examine them under the heads of A, B, C, D, E, F, G, H.

White.	*Black.*
9. P. to Q. fifth	9. Kt. to K. R. fourth

This is, in our opinion, the best way of defending the attack in answer to "P. to Q. fifth;" it has, at any rate, the advantage of serving as a ground-work to all the following defences, given under the heads of A, B, C, D, E, F, G, H.

A.

10. P. to K. fifth	10. K. Kt. to K. second

If Black were to take the K. B., White, by checking, would capture the Kt., and White's attack would be greatly improved.

11. P. to K. sixth or (*a*) (*b*) (*c*)(*d*)	11. Castles
12. P. takes P.	12. R. takes P.

White, after pushing the Pawn to K. sixth, has no better move than taking the K. B. P., Black threatening to win a Pawn or a piece.

13. Kt. to K. Kt. fifth	13. Kt. takes B.

The B. being attacked, White has scarcely any other strong move; if "B. to Q. third," Black gets a safe game by "B. to K. B. fourth."

14. Q. to Q. B. second	14. Kt. to K. fourth

Better than "B. to K. B. fourth," which would lose the piece back. If "Q. to K. R. fourth," the same moves occur:—

15. Q. takes K. R. P. (check)	15. K. to B. square
16. Q. to K. R. eighth (check)	16. Kt. to K. Kt. square

Should White, instead of checking with the Q. play "B. to Q. Kt. second," Black's answer is "R. to K. B. fourth."

17. Kt. to K. R. seventh (check)	17. K. to K. second
18. B. to K. Kt. fifth (check)	18. Kt. to K. B. third

And Black remains with a piece ahead.

If White, on the 17th move, had taken R. with Kt., "Kt. takes Kt." attacking the Queen, and Black has two pieces for the exchange with a better position. The same position occurs, if "Kt. takes R." on the 14th move. If, on the 18th move, instead of checking with the B., White plays Kt., Black answers by "B. to Q. fifth."

(To be continued.)

DILARAM'S PROBLEM.

(Vide our last Number, p. 160.)

In Dr. Forbes's forthcoming work on the *History of Chess*, p. 98, we have the following account of this far-famed problem. It must be borne in mind, however, that in the original problem, the White Bishop stood at K. R. third, and the White Kt. at K. Kt. fourth. Then at the second move White's Bishop jumped over Kt., discovering check, and the rest followed as in our own game. Dr. Forbes states:—

"The following position is celebrated all over the East as Dilāram's Mate, whereby 'hangs a brief tale,' viz.—Two Persian princes had engaged in such deep play, that the whole fortune of one of them was gained by his opponent. He who played the White was the ruined man; and, made desperate by his loss, he at last offered his favourite wife, Dilāram, as his stake. The game was carried on until he would have been inevitably Checkmated by his adversary on the next move. The Lady, who had observed the game from behind the *parda*, or gauze screen, that separated the females from the male portion of the company, cried out to her husband in a voice of despair—

'Ai Shah! do Rukh bidih, wa Dilāram rā madih;
Pil wa Pipāda, pesh kun, wa zi Asp Shāh-māt.'

'O Prince, sacrifice your two Rooks, and save Dilāram;
Forward with your Bishop and Pawn, and with the Knight give Check-mate.'

"Dilārām's problem, modified so as to suit our boards, has for some time been known in Europe. It is given in a small work entitled *An Easy Introduction to the Game of Chess*, published in London in 1816, but I cannot say from what source. The following example of it is taken from the Museum MS. No. 16,856. I have seen several other versions both of the story and of the problem, all of which, however, agree in principle, though the non-combatant pieces on the left side of the board may be differently arranged. In a Chess article in the fourth volume of the *Chess Player's Chronicle*, Mr. George Walker has given this problem along with several others 'selected (as he tells us), from an ancient Persian manuscript.' His version differs from *mine*, and from the specimen of *his* Persian, I am strongly inclined to suspect the accuracy as well as the *antiquity* of his manuscript."

We have been favoured with the following metrical solution of what Dr. Forbes calls the "Christian version" of the problem as given in our last number:—

Friend of my soul forsake not Dilārām;
Give up your Tower, for love of Dilārām;
Your Knight advance, to fight for Dilārām;
Your Castle sacrifice, for Dilāram;
The Squire shall strike a blow for Dilārām;
The Knight shall *mate*, and save your Dilārām.

WEST YORKSHIRE CHESS ASSOCIATION.

(*From the Bradford Observer.*)

THE annual gathering of the West Yorkshire Chess Association was held in Bradford on Saturday last. Many of the more eminent players of the county assembled on the occasion, and perhaps never before has the Saloon of St. George's Hall held such a fine set of intelligent men within its walls. Among those present—

Mr. HARRWITZ was of course the centre of attraction, and to watch him play was felt to be a gratification of no ordinary kind. In the early part of the day the great point of interest was a game between Herr HARRWITZ and Mr. RHODES, of Leeds—Herr HARRWITZ giving Mr. RHODES a Pawn and two moves. The moves of the game are appended to this notice, and the game resulted in the defeat of Mr. RHODES. Several matches and tournaments were played during the day. The first-class tournament was entered by eight of the first

players in the association; the draw for couples giving the following result:—BISHOP, of Leeds, *v.* WATKINSON, of Huddersfield; CADMAN, of Leeds, *v.* TOMLINSON, of Wakefield; HUNTER, of Wakefield, *v.* BIRCHALL, of Sheffield; THOROLD, of Sheffield, *v.* PARRATT, of Huddersfied. In the first attack, WATKINSON, CADMAN, THOROLD, and HUNTER were the victors. A fresh draw placed the first gentleman in opposition to the second, the third in opposition to the fourth. The first game between CADMAN and WATKINSON was drawn, the second resulted in favour of CADMAN. In the second couple, HUNTER had to succumb to the superior play of THOROLD, thus leaving CADMAN and THOROLD to contest the deciding game. Great interest was felt in this game. THOROLD was considered the stronger of the two, being the winner of the first-class tournament last year; but still he had as his opponent a very able and careful player. However, the game was not so good as was expected, a very short play giving the victory to Mr. THOROLD. The second-class tournament, though not equal in ability to the first, still engaged some good players, and some very fair games were the result. The names of the players were as follows:—MARSDEN, of Huddersfield, *v.* YOUNG, of Wakefield; BURROW, of SETTLE, *v.* AMMELBURG, of Bradford; WINTERBOTTOM, of Leeds, *v.* ARMISTEAD, of Settle; DAWSON, of Bradford, *v.* BARKER, of Bradford. In the first round, MARSDEN, BURROW, ARMISTEAD, and DAWSON had to retire, and BARKER *v.* WINTERBOTTOM, and YOUNG *v.* AMMELBURG commenced play again. Here the two Bradford players BARKER and AMMELBURG were the losers, and YOUNG and WINTERBOTTOM were left alone in the contest. This game was well fought, and resulted in favour of Young.

At four o'clock it was announced that Herr HARRWITZ would play as many games simultaneously as might be required, and eleven games were accordingly started, all of which he contested, carrying on at the same time a variation from a point in the game played between himself and Mr. RHODES in the earlier part of the day; this time Mr. RHODES managed to draw the game. Out of the eleven games, Herr HARRWITZ was successful in ten, Mr. HUNTER, of Wakefield, winning the other; in five of them a knight was given, and one was a consultation game. M. J. MAYALL, jun., London, Mr. E. WERNER, Bradford, Mr. BIRCHALL, Sheffield, and Mr. HUNTER, were among the players. The greatness of this feat will be understood by any one who has

attempted even two games at once. While playing the one the thread of the other is lost, and unless the representative faculty is very strong, each move would require a long study, for the whole of the game has to be recalled, but Herr HARRWITZ in many instances hardly stopped a moment, and at most not more than two or three minutes.

The committee of management while providing sumptuously for the mind did not overlook the claims of the body. Shortly after six o'clock the company adjourned to tea in the north corridor, provided by Mr. John BELL of the Talbot, whose fame as a *cuisinier* was admirably sustained by the excellent provision made on this occasion. Upwards of seventy gentlemen sat down at the table, which stretched the full length of the corridor. When all were satisfied,

SAMUAL LAYCOCK, Esq., J.P. the president of the association, rose to state the business of the meeting, and in doing so congratulated the members of the Bradford Club on the large assemblage they had secured. Similar meetings had been held in Halifax, Huddersfield, Leeds, and Wakefield, but this was the largest since the second formation of the Association.

Mr. RHODES, as president of the Leeds Club, proposed that the next annual gathering be held in that town. He expressed great satisfaction both with size and generel arrangements of the meeting, and though he could not promise that Leeds would do as well, yet he felt sure that they would do their utmost to give general pleasure.

The motion was seconded by Mr. BISHOP, of Leeds. Before it was put, a conversation ensued as to whether Sheffield and Settle should be admitted into the Association It was urged that as they were so distant it would be impossible to hold the annual gathering at either of those places, therefore that it would be better not to formally admit them, but that any members of their clubs would always be welcome. But this objection was overruled, and a motion having been made that the Sheffield and Settle Clubs be admitted into the Association, it was carried by acclamation.

The motion of the next annual meeting should be held in Leeds, was then put and carried unanimously.

Mr. ROBINSON was greatly pleased with the meeting, but while giving credit to the Bradford gentlemen for the manner in which they had entertained them, they must not forget two gentlemen to whom that and all the meetings were principally indebted. It was through

their exertions that the Association was formed twenty years ago: he therefore proposed that their best thanks be given to Mr. RHODES of Leeds, and Mr. SHEPHERD, of Wakefield.

The resolution was seconded by Mr. LAYCOCK, and carried amidst loud applause.

Mr. RHODES, in responding, stated that he owed more to Chess than it owed to him. He attributed all his success as a sharebroker to his early cultivation of Chess. The power of foresight and calculation, so requisite in his business he believed he had acquired by the study of that game; and he regretted that ill health had compelled him almost to relinquish it.

Mr. SHEPHERD, Governor of the Wakefield House of Correction, also spoke, and ascribed his success in his peculiar sphere to the same cause. The faculty of combination, essential to the efficient management of an institution like that over which he presided, was obtained and strengthened by the cultivation of Chess. Mr. SHEPHERD concluded by moving thanks to the Bradford Chess Club for the day's entertainment, coupling with the motion the names of Mr. BROUGHTON, its President, and Mr. HESELTON, its Secretary, whom he highly complimented for their successful exertions to promote the comfort of their visitors.

Mr. BROUGHTON replied: to have satisfied their friends was to satisfy themselves—they had only provided what it was their duty to do. He anticipated the best results from that meeting. A new impulse would be given to the game in the town: and he trusted that on the next occasion of their meeting, Bradford men would stand higher among the players than they had done that day.

Mr. TOMLINSON, of Wakefield, thought they should not separate without showing honour to a gentleman who was then present, a gentleman whose talent and ability all would recognise. He therefore proposed the health of Mr. HARRWITZ.

Mr. HESELTON, in seconding it, took that opportunity to complain that the different clubs were comparatively isolated throughout the year, and that very little was known of their proceedings. He said that at present the office of a Corresponding Secretary was almost a sinecure. He thought it would be better were they to collect such information as would be interesting with respect to the several Clubs in the Association, and bring it before the next Annual Meeting.

A cordial vote of thanks was then given to Mr. HARRWITZ, who responded, saying that he was not much of a speaker; he was glad to see so many eminent players around him; he was happy to meet them and to beat them. Mr. HESELTON then proposed a vote of thanks to their Chairman, Mr. LAYCOCK, which was cordially adopted, and play was resumed.

The principal match of the evening was between Mr. HARRWITZ and Mr. E. WERNER, Mr. HARRWITZ giving the Queen's Knight. Two games were played, in one of which Mr. HARRWITZ won, and in the other Mr. WERNER compelled him to resign. A game between Mr. WERNER and Mr. HUNTER deserves attention, inasmuch as Mr. WERNER beat the gentleman who was successful in the simultaneous games. A match in the earlier part of the day should also be noticed, in which Mr. WATKINSON, of Huddersfield, gave mate to the winner of the first-class Tournament, Mr. THOROLD, of Sheffield. Various games of less interest took place throughout the day, but none of sufficient importance to be noticed. Play terminated shortly after eleven. The whole proceedings were highly satisfactory, pleasantly combining valuable instruction with real, healthy amusement. We should like to see such *re-unions* become more common. The cultivation of intellectual pastimes must diminish the demand for recreation of a frivolous and pernicious character.

THE Chess Players will see, with pleasure, that there is as yet some Chess life in the members of the Yorkshire Chess Association. As to the Metropolis, a withering sirocco blast seems to have swept off the Chess arena, and deadened all the energies of the higher class players. In the Clubs, a few struggling third-rate amateurs sometimes sit down to a tedious game, which the Chess writers, even with the best will, dare not report in their columns. Strong players never play together; and were it not for the presence of Herr HARRWITZ in England, who is the most indefatigable player we know, we should be at loss to find games worth publishing. Is there no way of bringing some life into the Metropolitan Chess circles? The prospect of another great tournament, of all nations, at the Exhibition of 1862, ought to engage our Chess notabilities to train themselves by matches and tournaments, in order that the English school may be worthily represented. (*The Editor.*)

Game played at the Bradford meeting of the West Yorkshire Chess Association, between Mr. RHODES, of Leeds, and Herr HARRWITZ, the latter giving the large odds of "Pawn and two moves."

Odds of Pawn and two moves.

(*Remove Black's K. B. P.*)

White. (Mr. RHODES.)	*Black.* (Herr HARRWITZ.)
1. { P. to K. fourth / P. to Q. fourth }	1. P. to K. third
2. B. to Q. third	2. P. to Q. B. fourth
3. P. takes P.	3. Q. to R. fourth (check)
4. Kt. to Q. B. third	4. B. takes P.
5. Q. to R. fifth (check)	5. P. to K. Kt. third
6. Q. to K. Kt. fifth	6. Kt. to Q. B. third
7. K. Kt. to K. second	7. P. to Q. R. third
8. B. to Q. second	8. P. to Q. third
9. Castles (K. R.)	9. Q. to B. second
10. K. to R. square	10. Q. to K. second
11. Q. to Kt. third	11. Kt. to K. B. third
12. P. to K. B. fourth	12. P. to Q. Kt. fourth
13. P. to Q. R. third	13. B. to Kt. second
14. P. to K. B. fifth	14. Kt. P. takes P.
15. P. takes P.	15. R. to K. Kt. square
16. Q. to R. third	16. P. to K. fourth
17. Kt. to K. fourth	17. P. to Q. fourth
18. Kt. takes B.	18. Q. takes Kt.
19. P. to Q. B. third	19. Castles (Q. R.)
20. P. to Q. R. fourth	20. K. to Kt. square
21. P. takes P.	21. P. takes P.
22. B. to K. third	22. P. to Q. fifth
23. P. takes P.	23. Kt. takes P.
24. K. R. to K. Kt. square	24. Kt. to K. Kt. fifth
25. Kt. takes Kt.	25. Kt. takes B.
26. Q. takes Kt.	26. R. takes Kt.
27. Q. R. to K. square	27. Q. to Q. fourth
28. B. to B. square	28. R. to K. square
29. B. to K. second	29. R. to K. B. fifth
30. R. to R. square	30. Q. to Q. fifth
31. Q. to Q. Kt. third	31. R. to R. fifth

32. Q. R. to K. B. square	32. P. to Q. Kt. fifth
33. P. to K. B. sixth	33. B. to Q. fourth
34. Q. to R. fourth (*a*)	

Upon which Black gave checkmate in two moves.

Note.

(*a*) It is a pity that this well played game should be finally lost by an oversight, "Q. to K. Kt. third" would have been the move.

One of thirteen games played simultaneously at the Bradford Meeting of the West Yorkshire Chess Association, between Mr. COOPER, of Huddersfield, and Herr HARRWITZ, the latter giving the odds of "K.'s Kt. and move"; in all these games Herr HARRWITZ gave the move to his opponents.

(*Remove Black's K. Kt.*)

White. (Mr. COOPER.)	*Black.* (Herr HARRWITZ.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to Q. fourth	2. P. takes P.
3. Q. takes P.	3. Kt. to Q. B. third
4. Q. to B. third	4. P. to K. third
5. P. to Q. R. third	5. P. to Q. R. third
6. Kt. to K. B. third	6. P. to K. B. third
7. P. to K. fifth	7. B. to K. second
8. B. to Q. third	8. Castles
9. Castles	9. P. to Q. Kt. fourth
10. P. to Q. Kt. fourth	10. B. to Kt. second
11. B. to K. B. fourth	11. R. to Q. B. square
12. Q. to Q. second	12. P. takes P.
13. B. to K. Kt. fifth (*a*)	13. R. takes Kt.
14. B. takes B.	14. Q. takes B.
15. P. takes R.	15. Kt. to Q. fifth
16. B. takes P. (check)	16. K. to R. square
17. K. to Kt. second	17. Kt. takes K. B. P.
18. Q. to K. third	18. Q. to R. fifth
19. R. to R. square	19. Kt. to Q. seventh (check)
20. K. to Kt. square	20. Q. to Kt. fifth (check)
21. Q. to K. Kt. third	21. Q. to Q. eighth

And mates.

Note.

(*a*) White should have taken the Pawn with the Knight, the move in the text loses the game.

Two games played at the PHILIDORIAN CHESS ROOMS, between Herr HARRWITZ and Mr. P. HEALEY, the former giving the odds of a Knight.

GAME I.

(*Remove Black's K. Kt.*)

Black. (Herr HARRWITZ.)	*White.* (Mr. P. HEALEY.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. Q. Kt. to B. third	3. P. to Q. B. fourth
4. P. takes Q. P.	4. K. P. takes P.
5. P. takes P.	5. P. to Q. fifth
6. Kt. to K. fourth	6. B. takes P.
7. B. to Q. second	7. Q. to Q. fourth
8. Kt. takes B.	8. Q. takes Kt.
9. R. to B. square	9. Q. to K. B. fourth
10. P. to K. Kt. fourth	10. Q. takes P.
11. R. to K. Kt. square	11. Q. to Q. second
12. R. takes P.	12. Kt. to K. B. third
13. Q. to Q. Kt. third	13. Kt. to Q. B. third
14. Q. to K. Kt. third	14. Q. to Q. second
15. B. to Kt. second	15. B. to K. third
16. R. takes Kt.	16. P. takes R.
17. B. takes P. (check)	17. K. to B. square
18. B. to R. sixth	18. Q. to Kt. fifth (check)
19. K. to B. square	19. K. to K. second
20. Q. to B. seventh (check)	20. B. to Q. second
21. Q. to K. fifth (check)	21. B. to K. third
22. B. to K. Kt. fifth	22. Q. R. to Q. B. square

And Black mated in four moves.

GAME II.

Between the same opponents.

(*Remove Black's K. Kt.*)

Black. (Herr HARRWITZ.)	*White.* (Mr. P. HEALEY.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. Kt. to Q. B. third	3. K. Kt. to K. B. third

4. B. to K. Kt. fifth	4. P. to K. R. third
5. B. takes Kt.	5. Q. takes B.
6. P. takes P.	6. P. takes P.
7. Kt. takes P.	7. Q. to Q. third
8. Kt. to Q. B. third	8. Kt. to Q. B. third
9. P. to K. third	9. P. to Q. R. third
10. P. to Q. R. third	10. B. to K. B. fourth
11. B. to K. second	11. B. to K. second
12. Castles	12. R. to Q. square
13. P. to K. B. fourth	13. Castles
14. P. to Q. Kt. fourth	14. Q. to K. third
15. Q. to Q. second	15. K. R. to K. square
16. Q. R. to K. square	16. P. to Q. Kt. fourth
17. B. to K. B. third	17. B. to K. B. third
18. P. to Q. fifth	18. Q. to Q. third
19. P. to K. fourth	19. B. to R. second
20. R. to K. B. second	20. Kt. to Q. fifth
21. P. to K. fifth	21. Q. to Kt. third
22. P. takes B.	22. R. takes R. (check)
23. Q. takes R.	23. Kt. takes B. (check)
24. P. takes Kt.	24. Q. takes P.
25. Q. to K. fifth	25. Q. to Q. Kt. third
26. Kt. to K. fourth	26. B. to Kt. third
27. P. to K. B. fifth	27. B. to R. fourth
28. K. to B. square	28. P. to K. B. third
29. Q. to K. sixth (check)	29. B. to B. second
30. Q. takes Q.	30. P. takes Q.
31. P. to Q. sixth	31. K. to B. square
32. R. to Q. second	32. B. to B. fifth (check)
33. K. to B. second	33. K. to B. second
34. K. to B. third	34. P. to Kt. third
35. P. takes P. (check)	35. K. takes P.
36. K. to B. fourth	36. P. to B. fourth
37. R. (check)	37. K. to B. second
38. K. takes P.	38. B. to Q. sixth
39. K. to K. fifth	39. B. to K. B. eighth
40. R. to Kt. fourth	40. B. to R. sixth
41. R. to B. fourth (check)	41. K. to Kt. third

42. R. to B. sixth (check)	42. K. to K. Kt. second
43. R. to B. fourth	43. R. to K. square (check)
44. K. to Q. fifth	44. B. to Q. second
45. Kt. to B. sixth	45. R. to K. B. square
46. Kt. to R. fifth (check)	46. K. to Kt. square
47. R. takes R. (check)	47. K. takes R.
48. Kt. to B. sixth	48. B. to K. square
49. P. to Q. seventh	

And wins.

The following two games were played at the PHILIDORIAN CHESS ROOMS between Herr FALKBEER and Mr. S. ROBEY, the former giving the odds of Pawn and two Moves.

GAME I.

(*Remove Black's K. B. P.*)

White. (Mr. ROBEY.)	*Black.* (Herr FALKBEER.)
1. P. to K. fourth	
2. P. to Q. fourth	2. P. to K. third
3. K. B. to Q. third	3. P. to Q. B. fourth
4. P. to K. fifth	4. P. to K. Kt. third
5. P. to K. R. fourth	5. P. takes P.
6. Kt. to K. B. third (*a*)	6. Kt. to Q. B. third
7. P. to K. R. fifth	7. P. takes P. (*b*)
8. R. takes P.	8. Q. to Q. R. fourth (check)
9. B. to Q. second	9. Q. to Q. Kt. third
10. Q. Kt. to Q. R. third (*c*)	10. B. takes Kt. (*d*)
11. P. takes B.	11. K. Kt. to K. second
12. Q. R. to Q. Kt. square	12. Q. to Q. B. second
13. Q. B. to Q. Kt. fourth	13. Q. Kt. takes B.
14. P. takes Kt.	14. Kt. to Q. fourth
15. B. to K. Kt. sixth (check)	15. K. to Q. square
16. Kt. takes P.	16. Q. to Q. B. sixth (check) (*e*)
17. K. to B. square	17. Kt. to K. B. fifth
18. K. to Kt. square (*f*)	18. Q. takes Kt.
19. Q. to Kt. fourth	19. R. to K. Kt. square
20. P. to K. Kt. third	20. R. takes B.
21. Q. to B. third	21. R. takes K. Kt. P. (check

And wins.

Notes.

(*a*) "P. to K. B. fourth" is the acknowledged move.

(*b*) Though this move turns out in favour of the second player, still the safer course of play would have been to capture the K. Pawn with Kt. If then White takes Kt. with Kt., Black checks with Q. on R. fourth, and then retakes the Kt. with a good game.

(*c*) A weak move, but probably made with the intention to open the Knight's file for the Rook. "P. to Q. Kt. third" would have been stronger.

(*d*) It is evident that "Q. takes P." would have lost the Queen in two moves.

(*e*) If, instead, "Kt. to Q. B. sixth," White could either have played "Q. to Q. second" (threatening mate on the next move), or taken the K. P. with Kt., checking and winning a piece.

(*f*) This move settles White's fate at once. The only way of saving the game was to retreat "Kt. to K. second."

GAME II.

Between the same opponents.

White. (Mr. ROBEY.)	*Black.* (Herr FALKBEER.)
1. P. to K. fourth	
2. P. to Q. fourth	2. P. to Q. third
3. P. to K. B. fourth	3. P. to Q. B. fourth
4. P. to Q. fifth	4. P. to K. fourth
5. K. Kt. to B. third	5. P. takes B. P.
6. Q. B. takes P.	6. K. Kt. to B. third
7. Q. B. to Q. Kt. fifth (check)	7. Q. B. to Q. second
8. B. takes B.	8. Q. Kt. takes B.
9. Castles	9. K. B. to K. second
10. K. Kt. to Kt. fifth	10. Costles
11. Kt. to K. sixth	11. Q. to Q. Kt. third
12. Q. to K. B. third (*a*)	12. Q. takes Q. Kt. P. (*b*)
13. Q. Kt. to B. third	13. Q. Kt. to Kt. third
14. Q. R. to Q. Kt. square	14. Q. to Q. R. sixth
15. R. to Q. Kt. third	15. Q. to Q. R. fourth
16. Q. Kt. to Q. Kt. fifth	16. P. to Q. B. fifth
17. R. to Kt. second	17. R. to K. B. second
18. B. takes P.	18. B. takes B.
19. Kt. takes B.	18. Q. to Q. seventh
20. Q. Kt. takes K. R.	20. K. takes Kt.
21. Q. to K. Kt. third	21. Q. to K. R. third
22. P. to K. fifth	

And Black resigned.

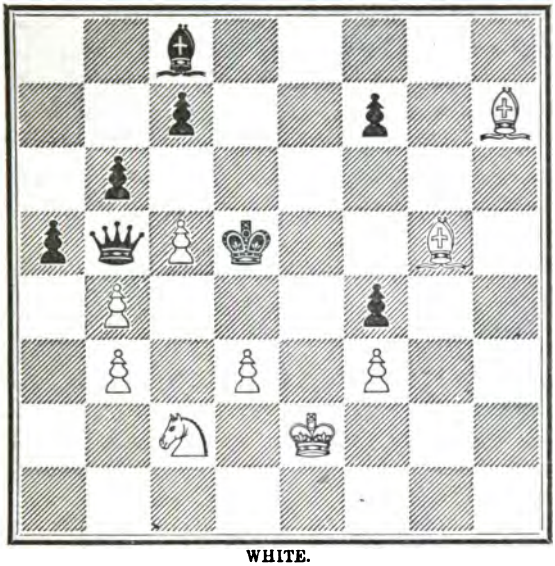
Notes.

(*a*) This was decidedly stronger than to take R. with Kt., which would have at once freed Black's pieces.

(*b*) This is evidently a mistake, "R. to K. B. second" would have been far better.

No. 69. Problem by Mr. HORWITZ.

BLACK.



WHITE.

White to move and win.

No. 70. Problem by S. A. HARRISON, Esq., Camberwell.

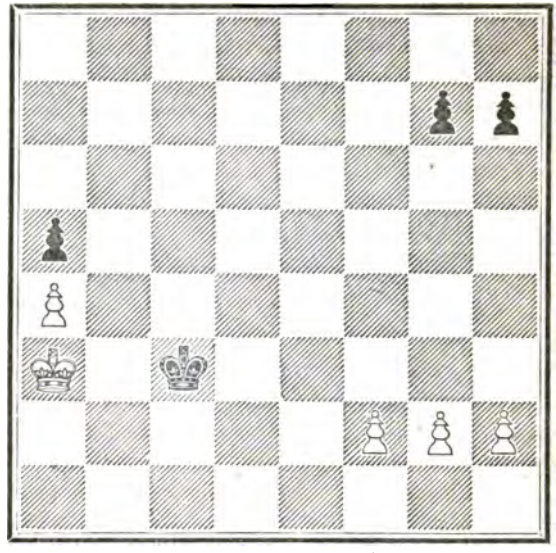
BLACK.

WHITE.

Either party to play, and mate in three moves.

No. 71. Chess Study by A. Z.

BLACK.



WHITE.

White with the move wins, without the move draws.

No. 72. Chess Study, by Herr HARRWITZ.

BLACK.

WHITE.

White to move and win.

Blindfold game played by Herr HARRWITZ against Mr. LECRIVAIN.
(*Pawn and Move.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. LECRIVAIN.)
	1. P. to K. fourth
2. Q. Kt. to B. third	2. P. to Q. fourth
3. P. to Q. fourth	3. P. to K. fifth
4. Q. B. to K. B. fourth	4. P. to Q. B. third
5. P. to K. third	5. K. B. to Q. third
6. K. Kt. to K. second	6. K. Kt. to K. second
7. Q. to Q. second	7. K. Kt. to Kt. third
8. Q. B. to K. Kt. third	8. Castles
9. Castles, Q.'s side	9. P. to Q. R. fourth
10. Q. Kt. to R. fourth	10. Q. B. to K. Kt. fifth
11. B. takes B.	11. Q. takes B.
12. P. to Q. B. fourth	12. P. takes P.
13. Q. Kt. to Kt. sixth	13. Q. R. to R. second
14. Q. Kt. takes P.	14. Q. to Q. B. second
15. Q. to Q. B. second	15. Q. B. to K. third
16. K. Kt. to Q. B. third	16. P. to K. B. fourth
17. P. to K. Kt. third	17. P. to Q. Kt. fourth
18. Kt. to Q. second	18. Q. to K. B. second
19. K. B. to K. second	19. K. Kt. to K. second
20. Q. Kt. to Kt. third	20. B. takes Kt.
21. Q. takes B.	21. Q. takes Q.
22. P. takes Q.	22. K. R. to Q. square
23. Q. R. to K. B. square	23. Q. Kt. to R. third
24. P. to K. Kt. fourth	24. P. to K. Kt. third
25. K. R. to K. Kt. square	25. K. to R. square
26. P. to K. R. fourth	26. Q. Kt. to Kt. fifth
27. P. to K. R. fifth	27. Q. Kt. to Q. fourth
28. K. to Q. second	28. Q. Kt. takes Kt.
29. P. takes Kt.	29. P. to Q. Kt. fifth
30. K. R. P. takes P.	30. R. P. takes P.
31. K. Kt. P. takes P.	31. K. Kt. P. takes P.
32. K. R. to Kt. fifth	32. P. takes P. (check)
33. K. takes P.	33. Kt. to Q. fourth (check)
34. K. to Q. second	34. K. R. to K. B. square
35. K. R. takes P.	35. R. takes R.

36. R. takes R.	36. R. to K. second
37. B. to Q. B. fourth	37. R. to K. Kt. second
38. B. takes Kt.	38. R. to K. Kt. seventh (check)
39. K. to K. square	39. P. takes B.
40. R. takes P.	40. R. to Q. Kt. seventh
41. R. takes P.	41. R. takes P.
42. K. to K. B. second	42. R. to Q. Kt. square
43. R. to K. fifth	43. R. to K. B. square (check)
44. K. to K. second	44. K. to Kt. second
45. R. takes P.	45. R. to Q. square
46. R. to K. B. fourth	46. K. to Kt. third
47. K. to Q. third	47. K. to Kt. fourth
48. R. to K. B. square	48. R. to Q. B. square
49. P. to K. fourth	49. R. to Q. R. square
50. P. to K. fifth	50. K. to Kt. third
51. K. to K. fourth	51. R. to Q. square
52. P. to Q. fifth	52. R. to Q. R. square
53. P. to K. sixth	53. K. to Kt. second
54. K. to K. fifth	54. R. to Q. R. fourth
55. P. to K. seventh	55. R. to R. square
56. P. to Q. sixth	56. R. to K. square
57. K. to K. sixth	57. R. to R. square
58. R. to K. Kt. square (check)	58. K. to K. R. second
59. K. to K. B. seventh	

And wins.

Blindfold games played simultaneously by Herr HARRWITZ against Messrs. FRITZ, CHANSSON, and PLATEL.

GAME I.

White. (Herr HARRWITZ.)	*Black.* (Herr FRITZ.)
1. P. to K. fourth	1. K. P. to K. fourth
2. P. to K. B. fourth	2. Q. Kt. to B. third
3. K. Kt. to B. third	3. P. to Q. third
4. P. to Q. B. third	4. K. Kt. to B. third
5. Q. to Q. B. second	5. K. B. to K. second
6. P. to Q. fourth	6. Q. B. to K. Kt. fifth
7. P. to Q. fifth	7. Q. Kt. to his square

8. P. takes P.	8. B. takes Kt.
9. P. takes Kt.	9. K. B. takes P.
10. P. takes B.	10. B. to R. fifth (check)
11. K. to Q. square	11. Kt. to Q. second
12. Q. to K. Kt. second	12. Q. to K. B. third
13. P. to K. B. fourth	13. Castles on Q.'s side
14. Kt. to Q. R. third	14. K. R. to K. square
15. Q. B. to K. third	15. K. to Kt. square
16. K. B. to Q. third	16. Q. to K. second
17. Kt. to Kt. fifth	17. P. to Q. K. third
18. Kt. to Q. fourth	18. K. to Kt. second
19. Kt. to K. B. fifth	19. Q. to K. B. third
20. Q. B. to Q. fourth	20. Kt. to K. fourth
21. P. takes Kt.	21. P. takes P.
22. B. to K. third	22. P. to K. Kt. third
23. Kt. takes B.	23. Q. takes Kt.
24. Q. B. to K. Kt. fifth	24. Q. to R. fourth (check)
25. K. B. to K. second	25. K. R. to K. Kt. square
26. B. takes Q.	26. P. takes B.
27. Q. to Q. second	27. Q. R. to Q. second
28. K. to Q. B. second	28. K. to Q. B. square
29. P. to K. R. fourth	29. K. R. to K. Kt. third
30. K. R. to K. B. square	30. P. to K. R. third
31. B. to B. sixth	31. K. R. to K. Kt. fifth
32. Q. to Q. third	32. K. to Q. Kt. second
33. B. takes P.	33. Q. R. to K. second
34. Q. to Q. fourth	34. P. to K. B. third
35. R. takes P.	35. Q. R. to K. Kt. second
36. Q. to Q. B. fourth	36. P. to Q. R. fourth
37. Q. to Q. B. sixth (check)	37. K. to Q. R. third
38. Q. to R. eighth (check)	38. K. to Kt. fourth
39. Q. R. P. to Q. (check)	39. K. to Q. B. fourth
40. Q. mates.	

GAME II.

White. (Herr HARRWITZ.)	*Black.* (Mons. CHANSSON.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to Q. fourth	2. P. to K. third
3. P. to Q. fifth	3. K. B. to K. second
4. P. to Q. sixth	4. B. to B. third
5. P. to K. B. fourth	5. P. to K. Kt. third
6. K. Kt. to B. third	6. B. to Kt. second
7. P. to K. fifth	7. K. Kt. to R. third
8. K. B. to Q. third	8. P. to K. B. fourth
9. Q. Kt. to B. third	9. P. to Q. R. third
10. Q. B. to K. third	10. P. to Q. Kt. third
11. Q. B. to K. B. second	11. Q. B. to Q. Kt. second
12. Q. B. to K. R. fourth	12. Q. to B. square
13. Q. B. to K. seventh	13. P. to Q. Kt. fourth
14. P. to Q. Kt. third	14. Q. Kt. to B. third
15. Q. B. to K. Kt. fifth	15. Castles
16. Q. to K. second	16. Q. Kt. to Q. square
17. P. to K. R. fourth	17. K. Kt. to Kt. fifth
18. P. to K. R. fifth	18. Q. to Q. B. third
19. P. takes P.	19. P. to K. R. third
20. Q. B. to K. seventh	20. R. to K. square
21. Q. Kt. to Q. square	21. Q. R. to B. square
22. P. to Q. B. fourth	22. Q. to Q. Kt. third
23. Castles	23. Q. Kt. to B. third
24. Q. B. to K. R. fourth	24. Q. Kt. to Q. fifth
25. Kt. takes Kt.	25. P. takes Kt.
26. Q. B. to K. B. second	26. Kt. takes B.
27. Kt. takes Kt.	27. P. takes P.
28. B. takes Q. B. P.	28. Q. B. to K. fifth
29. Kt. takes B.	29. P. takes Kt.
30. Q. takes P.	30. K. R. to K. B. square
31. P. to K. B. fifth	31. K. R. to Q. square
32. P. to K. B. sixth	32. P. to Q. third (disc. check)
33. K. to R. square	33. B. to B. square
34. P. to K. Kt. seventh	34. B. takés Q. P.
35. Q. to K. Kt. sixth	35. K. R. to K. B. square

36. P. to K. B. seventh (check)	36. R. takes P.
37. Q. takes R. (check)	37. K. to R. second
38. P. to Q. (dis. check)	

And mates.

GAME III.

White. (Herr HARRWITZ.)	*Black.* (Mr. PLATEL.)
1. P. to K. fourth	1. P. to K. third
2. Q. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. Q. takes P.
4. P. to Q. B. fourth	4. Q. to Q. square
5. Q. Kt. to B. third	5. K. Kt. to B. third
6. K. Kt. to B. third	6. K. B. to Kt. fifth
7. K. B. to Q. third	7. Castles
8. Castles	8. Q. Kt. to B. third
9. Q. B. to K. B. fourth	9. Q. Kt. takes P.
10. Kt. takes Kt.	10. Q. takes Kt.
11. K. B. takes P. (check)	11. K. takes B.
12. Q. takes Q.	12. P. to Q. Kt. third
13. B. to K. fifth	13. K. to Kt. square
14. B. takes Kt.	14. P. takes B.
15. Q. takes P.	15. B. takes Kt.
16. P. takes B.	16. B. to Q. second
17. K. R. to K. square	17. B. to Q. B. third
18. R. to K. fifth	18. R. to Q. square
19. R. to R. fifth	

And mates.

Game played in consultation between the DUKE of BRUNSWICK and Herr HARRWITZ, against COUNT CASABIANCA and Herr KAULLA.

White. (The DUKE and Herr HARRWITZ.)	*Black.* (The COUNT and Herr KAULLA.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. Kt. to Q. ~~Kt.~~ B third	3. Kt. to K. ~~Kt.~~ B third

4. B. to K. B. fourth	4. B. to Q. Kt. fifth
5. P. to K. third	5. Castles
6. Q. to Q. Kt. third	6. B. takes Kt. (check)
7. P. takes B.	7. P. to Q. Kt. third
8. P. takes P.	8. Kt. takes P.
9. B. to K. Kt. third	9. Kt. to Q. second
10. P. to K. fourth	10. Kt. to K. second
11. B. to Q. third	11. Kt. to K. B. third
12. R. to Q. square	12. B. to Q. Kt. second
13. P. to K. B. third	13. Q. to Q. B. square
14. Kt. to K. R. third	14. P. to Q. B. fourth
15. Castles	15. P. takes P.
16. P. takes P.	16. Kt. to Q. B. third
17. B. to Q. Kt. square	17. Kt. to Q. R. fourth
18. Q. to K. third	18. Kt. to K. square
19. P. to Q. R. fourth	19. Q. to Q. B. fifth
20. Q. to K. Kt. fifth	20. P. to K. B. third
21. Q. to K. Kt. fourth	21. B. to Q. B. square
22. R. to Q. second	22. Q. takes Q. R. P.
23. P. to K. fifth	23. P. to K. B. fourth
24. Q. to K. R. fourth	24. Q. to Q. second
25. B. to Q. R. second	25. Kt. to Q. B. second
26. P. to Q. fifth	26. P. to K. R. third
27. P. to Q. sixth	27. Q. to Q. square
28. K. R. to Q. square	28. Kt. to Q. Kt. fourth
29. P. to Q. seventh	29. Kt. to Q. B. second
30. P. takes B.	30. Q. takes P.
31. R. to Q. seventh	31. Kt. to Q. B. third
32. K. R. to Q. sixth	32. Kt. to Q. fourth
33. R. takes Kt.	33. P. takes R.
34. B. takes P. (check)	34. K. to R. square
35. P. to K. sixth	35. Kt. to K. fourth
36. Q. takes P. (check)	36. P. takes Q.
37. B. takes Kt. (check)	37. K. to K. Kt. square
38. R. to K. Kt. seventh (check)	38. K. to R. square
39. R. to Q. R. seventh (dis. ch.)	39. R. to K. Kt. square
40. P. to K. seventh (dis. check.)	40. R. to K. B. second
41. R. takes R.	41. Q. takes R.

42. B. takes Q.	42. R. takes P.
43. B. to Q. fifth (check)	43. K. to K. R. second
44. B. to Q. fourth	

And wins.

Game between Mr. JANSSENS and Mr. BLOUNT.

Black. (Mr. JANSSENS.)	*White.* (Mr. BLOUNT.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. P. to K. B. third
3. P. to K. fifth	3. P. to Q. fourth
4. P. takes P. (*en passant*)	4. P. takes P.
5. P. to Q. fourth	5. P. takes P.
6. Q. takes P.	6. Q. Kt. to B. third
7. K. B. to Q. Kt. fifth	7. K. Kt. to K. second
8. Castles	8. K. to K. B. second
9. Q. to Q. third	9. Q. B. to K. B. fourth
10. Q. checks at Q. Kt. third	10. B. covers
11. Q. to Q. R. fourth	11. P. to Q. R. third
12. B. takes Kt.	12. Kt. takes B.
13. Q. Kt. to B. third	13. P. to Q. Kt. fourth
14. Q. to K. B. fourth	14. P. to K. R. third
15. P. to K. R. fourth	15. K. B. to K. second
16. Q. B. to K. third	16. Q. to K. Kt. square
17. Q. Kt. to K.'s fourth	17. Q. R. to Q. square
18. Q. R. to Q. square	18. P. to Q. fourth
19. Kt. to Q. B. fifth	19. B. to Q. third
20. Kt. takes B.	20. B. takes Q.
21. Kt. takes R. (check)	21. Q. takes Kt.
22. B. takes B.	22. P. to K. Kt. fourth
23. B. to K. third	23. P. to K. Kt. fifth
24. Kt. to Q. fourth	24. Kt. takes Kt.
25. R. takes Kt.	25. P. to K. B. fourth
26. K. R. to Q. square	26. K. to K. third
27. P. to K. Kt. third	27. P. to K. R. fourth
28. B. to K. Kt. fifth	28. Q. to Q. third
29. R. to K. square (check)	29. K. to Q. second
30. R. to K. seventh (check)	30. K. to Q. B. third

31. R. to Q. third	31. P. to Q. fifth
32. P. to Q. B. third	32. Q. to Q. fourth
33. R. takes P.	33. Q. takes P.
34. B. to K. B. fourth	34. R. to Q. B. square
35. P. to Q. Kt. fourth	35. K. to Q. Kt. third
36. R. to Q. sixth (check)	36. R. covers.
37. B. mates	

Game between Mr. SCHULL and a celebrated player of New York.

(*Evans' Gambit.*)

White. (Mr. SCHULL.)	*Black.* (Mr. S.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. K. Kt. to B. third (*a*)
8. P. takes Q. P.	8. B. to Kt. third
9. P. to K. fifth	9. Kt. to K. fifth (*b*)
10. Q. to Q. third (*c*)	10. P. to Q. fourth
11. P. takes P. (*en passant*)	11. Kt. takes P.
12. R. (check)	12. Q. Kt. to K. second
13. B. to K. Kt. fifth	13. P. to K. B. third
14. B. to K. R. fourth	14. B. to K. B. fourth
15. Q. to Q. Kt. third	15. P. to K. Kt. fourth
16. B. to K. Kt. third	16. P. to Q. R. third (*d*)
17. Q. Kt. to B. third	17. K. to B. square
18. R. takes Kt.	18. Q. takes R.
19. R. to K. square	19. Q. to Q. second
20. Kt. to Q. fifth	20. R. to K. square
21. Kt. to K. third	21. B. to K. Kt. fifth
22. R. to Q. square	22. B. takes Kt.
23. P. takes B.	23. Kt. to K. B. fourth
24. Kt. to Q. fifth	24. Kt. takes P.
25. Kt. takes P.	25. Q. to K. R. sixth (*e*)

26. Q. to R. third (check)	26. K. to Kt. second
27. Kt. takes R. (check)	27. R. takes Kt.
28. Q. to Q. B. third	28. K. to R. third
29. P. to K. B. fourth	29. R. to K. fifth
30. P. takes P. (check)	30. K. takes P.
31. B. to B. fourth (check)	31. K. to K. Kt. fifth
32. B. to K. Kt. third	32. Q. to R. third
33. R. takes Kt.	33. B. takes R.
34. B. to K. second (check)	34. K. to Kt. fourth
35. Q. takes Q. B. P.	35. Q. to K. third
36. Q. to Q. B. (check)	36. K. to K. B. third
37. Q. to K. R. sixth (check)	37. K. to B. second
38. Q. takes R. P. (check)	38. B. to Kt. second
39. B. to R. fifth (check)	39. K. to B. square
40. B. to Q. sixth (check)	40. Q. takes B.
41. Q. takes R.	41. Q. to K. fourth
42. Q. to B. third (check)	42. B. to B. third
43. Q. to Q. R. third (check)	43. K. to Kt. second

And the game was drawn.

Notes.

(*a*) In this stage of the game, the "K. Kt. to B. third" admits of no sound defence, it can only be played effectually when the B. has been placed on K. R. fourth, not on Q. B. fourth. See our January Number of 1859, in the game between Anderssen and Morphy.

(*b*) K. Kt. to his square would have perhaps been better, under the circumstances, for this move ought to cost Black a piece.

(*c*) White does not profit by his opponent's bad move, he ought to have played "P. to Q. fifth," and, as we said before, won the Kt. For:—

White.	*Black.*
10. P. to Q. fifth	10. Kt. to K. second, or (A)
11. P. to Q. sixth	11. P. takes P. (best)
12. P. takes P.	12. Kt. to Q. B. third or Q. Kt. third
13. Q. to Q. fifth	13. Castles (best)
14. Q. takes Kt.	14. Q. to K. B. third
15. Q. to Q. B. second	

thus preventing the Q. from taking the R., having won a piece, and a strong attacking position.

A.

	10. Kt. to K. R. fourth
11. B. to Q. third	11. Kt. to Q. B. fourth

The only move to save the piece for the moment, for if "P. to Q. B. fourth," "B. takes Kt.," and Black cannot retake, on penalty of losing the Q. It is true, Black could sacrifice two pieces for the Rook, but then Black would have no pieces in play, and would speedily succumb.

12. B. to K. Kt. fifth	12. P. to K. B. third
13. P. takes P.	13. P. takes P.
14. R. to K. square (check)	14. K. to B. square (best)

If Black play "K. to B. second," Black wins by checking with the Kt.

15. B. to K. R. sixth (check)	15. K. to Kt. square
16. Kt. to K. fifth	16. P. to Q. third

The only move to prolong the game:—

17. Kt. to K. B. seventh	17. Q. to Q. second

If "K. takes Kt.," mate in three moves.

18. Kt. takes R.	

and Black cannot save the game.

(*d*) We believe that Black would have greatly improved his game by playing "P. to K. R. fourth," instead.

(*e*) "Q. to K. B. fourth" appears to be much stronger, for it forces White to lose the exchange; we believe that Black might have won the game by this move.

Games between Mr. THOROLD and Mr. WATKINSON.

(From the Huddersfield Chronicle.)

GAME I.

(Evans' Gambit declined.)

White. (Mr. WATKINSON.)	*Black.* (Mr. THOROLD.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. to Q. Kt. third (*a*)
5. Castles	5. P. to Q. third
6. P. to Q. B. third	6. B. to K. Kt. fifth
7. P. to Q. third	7. Q. to Q. second
8. P. to Q. R. fourth	8. P. to Q. R. third
9. B. to K. third	9. P. to K. B. fourth
10. B. takes Kt.	10. R. takes B.
11. Q. to Q. Kt. third	11. Castles
12. Q. Kt. to Q. second	12. P. to K. B. fifth
13. B. takes B.	13. P. takes B.
14. P. to Q. R. fifth	14. B. to K. third
15. Kt. to Q. B. fourth (*b*)	15. B. takes Kt.
16. P. takes B.	16. P. to K. Kt. fourth
17. P. takes Q. Kt. P.	17. P. to K. Kt. fifth
18. Kt. to K. R. fourth	18. P. to K. B. sixth
19. P. to K. Kt. third (*c*)	19. Kt. to K. second

20. P. to Q. Kt. fifth	20. Kt. to K. Kt. third
21. P. takes Q. R. P.	21. P. takes P.
22. Q. R. takes P.	22. K. to Kt square
23. K. R. to Q. R. square	

And Black resigned.

Notes.

(*a*) "P. to Q. fourth" is thought to be the best reply to White's fourth move if Black refuses the Gambit.

(*b*) This almost compels the capture of the Kt., which strengthens White's attack considerably.

(*c*) White's position is now impregnable.

GAME II.

Between the same opponents.

(*Ruy Lopez Opening.*)

Black. (Mr. THOROLD.)	*White.* (Mr. WATKINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. Kt. to K. B. third
4. Castles	4. B. to Q. B. fourth
5. P. to Q. B. third	5. Castles
6. P. to Q. fourth	6. P. takes P.
7. P. takes P.	7. B. to Q. Kt. third
8. B. to K. Kt. fifth	8. P. to Q. third
9. P. to K. R. third	9. Kt. to K. second
10. Q. to Q. B. second	10. P. to K. R. third (*a*)
11. B. takes Kt.	11. P. takes B.
12. Q. to Q. second	12. K. to K. R. second
13. Kt. to K. R. fourth	13. R. to K. Kt. square
14. Kt. to K. R. second	14. Kt. to K. Kt. third
15. Kt. to K. B. fifth	15. B. takes Kt.
16. P. takes B.	16. Kt. to K. R. fifth
17. R. to K. Kt. square	17. R. takes K. Kt. P. (check) (*b*)
18. R. takes R.	18. Kt. to K. B. sixth (check)
19. K. to R. square	19. Kt. takes Q.
20. Kt. takes Kt.	20. P. to Q. B. third
21. B. to Q. third	21. Q. to K. second

22. Q. R. to K. Kt. square (*c*)	22. B. takes P.
23. K. R. to K. Kt. seventh (ch.)	23. K. to R. square
24. Kt. to K. B. third	24. B. takes K. B. P.
25. Q. R. to K. Kt. second	25. Q. to K. sixth (*d*)
26. B. to Q. B. fourth	26. Q. to Q. B. eighth (check)
27. K. to R. second	27. Q. takes B.
28. K. R. to K. Kt. fourth	28. Q. to Q. B. fourth
29. P. to Q. Kt. fourth	29. Q. to Q. Kt. third
30. Kt. to Q. second	30. P. to Q. fourth
31. Kt. to Q. Kt. third	31. R. to K. square
32. K. R. to K. B. fourth	32. B. to K. sixth
33. K. R. to K. R. fourth	33. B. to K. Kt. fourth
34. K. R. to K. Kt. fourth	34. Q. to Q. B. second (check)
35. K. to R. square	35. R. to K. eighth (check)
36. R. interposes	36. R. takes R. (check)
37. K. takes R.	37. Q. to K. fourth

And Black resigned.

Notes.

(*a*) This and the preceding move, although apparently hazardous play, will be found before long to allow White to open a formidable attack.

(*b*) A very fine move, winning the Queen by force.

(*c*) Although White's K. does not appear to be in an enviable position, it is in reality perfectly safe.

(*d*) Black must lose something here.

The following is the first of two games in the Match lately played between the Newcastle and Berwick Clubs, by correspondence.

(*Scotch Gambit.*)

White. (NEWCASTLE.)	*Black.* (BERWICK.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to Q. B. fourth
5. P. to Q. B. third	5. Kt. to K. B. third
6. P. to K. fifth	6. P. to Q. fourth
7. P. to Q. Kt. fourth (*a*)	7. B. to Q. Kt. third
8. P. takes Kt.	8. P. takes B.
9. Q. to K. second (check)	9. B. to K. third

10. P. to Kt. fifth	10. Kt. to Q. R. fourth (*b*)
11. P. takes K. Kt. P. (*c*)	11. K. R. to Kt. square
12. Q. to K. fifth (*d*)	12. Q. to Q. fourth
13. B. to K. B. fourth	13. Q. takes Q. (check)
14. B. takes Q.	14. K. to K. second
15. Q. Kt. to Q. second (*e*)	15. P. to Q. sixth
16. Kt. to K. fourth	16. P. to Q. B. third
17. B. to Q. sixth (check)	17. K. to Q. second
18. Kt. to K. fifth (check)	18. K. to Q. B. square
19. B. to K. B. eighth	19. K. to Q. B. second
20. Kt. to K. B. sixth (*f*)	20. K. R. takes B.
21. P. takes R. (queens)	21. R. takes Q.
22. P. takes P. (*g*)	22. Kt. takes P.
23. Kt. takes Kt.	23. K. takes Kt.
24. Kt. takes K. R. P.	24. R. to K. Kt. square
25. P. to K. Kt. third	25. B. to Q. square
26. P. to K. B. fourth	26. P. to K. B. third
27. K. to Q. second	27. B. to Q. fourth
28. Kt. takes K. B. P.	28. B. takes Kt.
29. K. R. to K. square	29. R. to K. R. square
30. P. to K. R. fourth	30. R. to K. Kt. square
31. K. R. to K. third	31. B. to Q. square
32. P. to Q. R. third	32. B. to Q. Kt. third

And the Newcastle Club resigned.

Notes.

(*a*) "B. to Q. Kt. fifth" is the usual move. The move in the text is one not often played, nor would we recommend it, as the second player has the option of sacrificing the piece for which he gets at least three Pawns in the centre, in which case we should prefer Black's game. We must, however, observe that Black can, besides the move in the text, take also the White Bishop.

8. P. takes Q. Kt.	7. Kt. takes Q. Kt. P.

The only good move; for, if White were to take the K. Kt., Black would answer by "P. takes Q. B. P.," with a winning position, as may be seen on examination:—

	8. B. takes P. (check)
9. B. to Q. second (best)	9. B. takes B. (check)
10. Kt. takes B. (best)	10. Kt. to K. Kt. fifth
11. B. to Q. Kt. third	11. P. to Q. B. fourth
12. P. to K. R. third	12. Kt. to K. R. third
13. Q. R. to Q. B. square	13. P. to K. Kt. third

And the centre Pawns, if properly managed, we think ought to win.

(*b*) This is very weak; "P. to Q. sixth" was now the move, as it gives Black time for new combinations.

(*c*) Better than taking Q. P., as that would have lost White a Pawn, which could not be recovered.

(*d*) Now was the time to take Q. P. It seems the Newcastle players have not looked deep enough into this position, else they would have taken the P. with the Kt.; if the Black B. does not take the Kt., they had time to defend their K. Kt. P.; if the "B. takes Kt.," then "P. takes B.," and if Black Q. take the P., "B. to Q. Kt. second" defends the K. Kt. P. If the Q. does not take the Q. P., but "R. takes K. Kt. P.," then "B. to Q. second," leaving White with a stronger position.

(*e*) Again they have missed to take the Q. P.

(*f*) Castling would have been far stronger at this point of the game; we can scarcely see how the Newcastle men managed to lose with so strong a position in a correspondence game.

(*g*) This is the losing move for White, as it brings all Black's pieces into play. Why not take the K. R. P. at once? The game was won, for White at this point, as Black could not prevent the K. R. P. from queening, without losing a piece.

SOLUTIONS TO PROBLEMS.

No. 65. *Page* 159.

White.	*Black.*
1. R. to K. R. third (check)	1. B. takes R.
2. Kt. to Q. B. third (check)	2. K. to K. fourth (best)
3. Q. to K. B. fourth (check)	3. Anything
4. B. or Kt. mates	

No. 66. *Page* 159.

White.	*Black.*
1. K. to K. third	1. K. takes R.
2. K. to B. second	

and draws.

No. 67. *Page* 160.

White.	*Black.*
1. Q. takes Kt. (check)	1. K. to Q. B. fifth
2. Q. takes Q. (check)	2. K. takes Q.
3. R. takes R. (dis. check)	3. K. to Q. B. fifth
4. Kt. to Q. sixth	

and mates.

No. 68. *Page* 160.

White.	*Black.*
1. R. to R. eighth (check)	1. K. takes R.
2. Kt. to K. Kt. fourth (dis. ch.)	2. R. interposes
3. R. takes R. (check)	3. K. to his Kt.'s square
4. R. to R. eighth (check)	4. K. takes R.
5. Kt.'s P. gives check	5. K. to his Kt.'s square
6. Kt. to R. sixth	

and mates.

No. 73. Problem by M. GROSDEMANGE.

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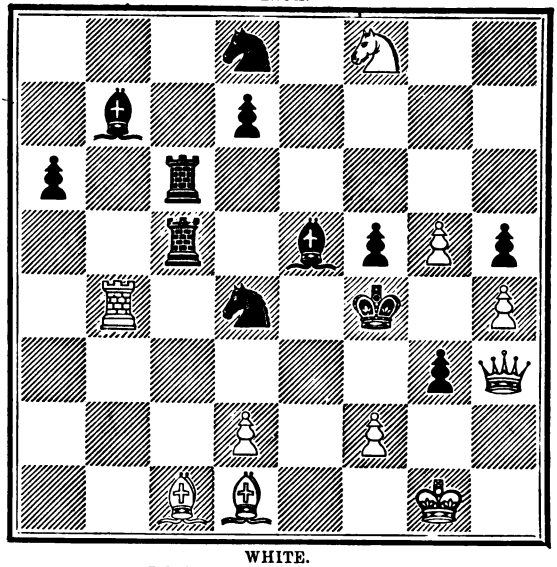
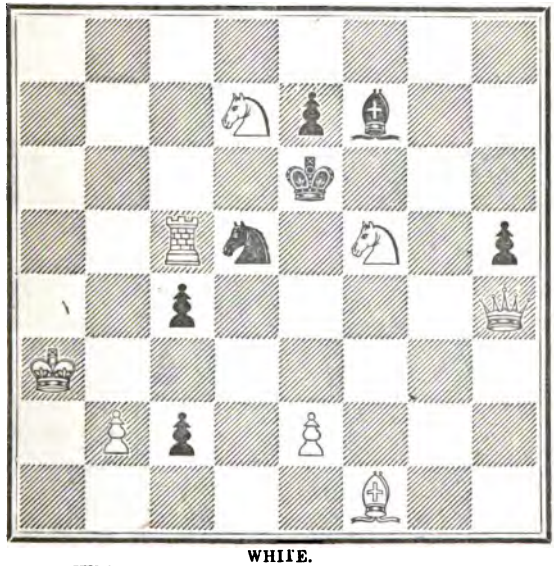


WHITE.

White to move, and draw.

No. 74. Problem by W. T. PIERCE, Esq.

BLACK.



WHITE.

White to move, and mate in three moves.

No. 75. Problem by Dr. HILLES.

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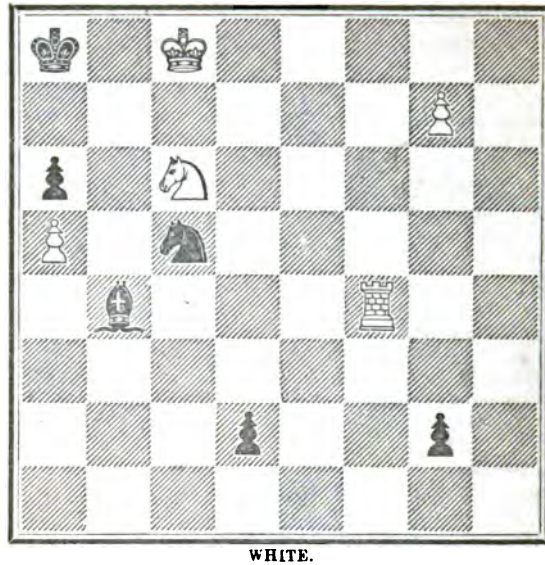

WHITE.

White to move, and mate in four moves.

No. 76. Problem by J. A. MILES, Fakenham.

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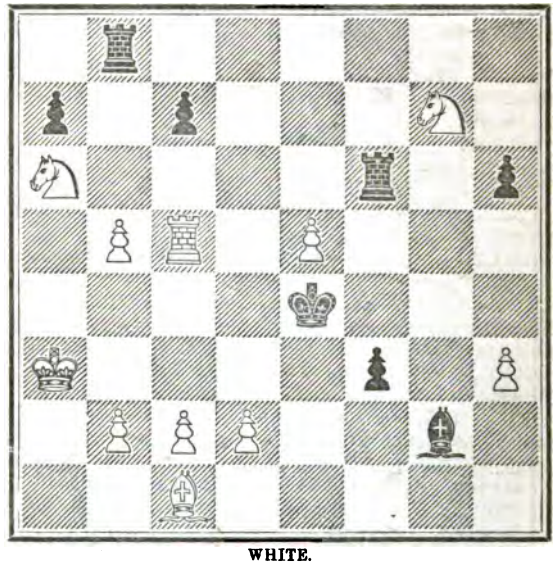


WHITE.

White to play, and mate in four moves.

THE EVANS' GAMBIT.

(*Continued from page* 163.)

(A.)

In our last number we said that on the 12th move, after having pushed the "P. to K. sixth," there was no better move left for White than to take the K. B. P. with the K. P. In illustration of this, we give, in the present number, two games in which the only two other likely moves, viz., "Kt. to K. Kt. fifth," and "B. to Q. third," (see p. 194-8), are illustrated. The move of "Q. to Q. B. second" will also be found in the analysis of one of the two above-mentioned games, which we advise the student carefully to peruse, as that analysis completes the variation under the head A.

11. Kt. to K. Kt. fifth	11. Kt. takes B.
12. Q. to Q. R. fourth (check)	

It is clear that White must regain the piece, this move is therefore forced:—

	12. P. to Q. B. third
13. Q. takes Kt.	

If "Q. P. takes B.," White loses two pieces for the exchange.

	13. B. P. takes Q. P.
14. Q. to K. B. fourth	14. Castles
15. P. takes P.	15. Kt. to K. Kt. third
16. Q. to Q. Kt. fourth (best)	16. P. to K. R. third
17. Kt. to K. B. third (best)	17. B. to K. third

and Black has the better game.

We must here observe that we do not give the variation of "B. to Q. Kt. second" on the 11th move, for Black, by taking the B. with the Kt., remains with two Pawns ahead.

We have purposely selected the attack, "P. to Q. fifth," next to Fraser's attack, as it has not been analysed, to our knowledge, in any of the Chess works. Heydebrandt von der Lasa has entirely overlooked it in his *Handbuch*, and in Staunton's *Chess Praxis* only one defence is given ("Q. Kt. to K. second"), which turns out rather to the advantage of the first player. His own words are—"and now . . . . White has attack enough still left to compensate for his lost Pawn."

The following two Games illustrative of the Evans' Gambit were played some years ago in the MACDONNELL Chess Club, in a Match between Mr. V. GREEN and Mr. ZYTOGORSKI.

White. (Mr. GREEN.)	*Black.* (Mr. ZYTOGORSKI.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to Q. R. fourth
10. P. to K. fifth	10. K. Kt. to K. second
11. P. to K. sixth	11. Castles
12. Kt. to K. Kt. fifth	12. Q. Kt. takes B.
13. Q. to K. R. fifth (*a*)	13. P. to K. R. third
14. Kt. takes K. B. P. (*b*)	14. Q. to K. square
15. Kt. takes K. R. P. (check) (*c*)	15. P. takes Kt.
16. Q. to K. Kt. fourth (ch.) (*d*)	16. Q. to K. Kt. third
17. Q. takes Kt.	17. B. takes K. P. (*e*)
18. P. takes B. (*f*)	18. R. takes K. B. P. (*g*)
19. R. takes R.	19. R. to K. B. square
20. B. to K. B. fourth	20. P. to Q. fourth
21. Q. to Q. Kt. fourth (*h*)	21. Q. to K. B. third
22. Kt. to Q. B. third (*i*)	22. P. to Q. R. fourth
23. Q. to Q. R. fourth (*k*)	23. Q. takes B. (*l*)
24. Q. takes Q.	24. R. takes Q.
25. R. to K. B. square	25. B. takes R.
26. R. takes B.	26. R. takes R.
27. K. takes R.	27. K. to Kt. second
28. K. to K. third	28. K. to K. B. third
29. K. to Q. fourth	29. K. takes K. P. (*m*)
30. K. to Q. B. fifth (*n*)	30. P. to Q. Kt. third
31. K. to Q. Kt. fifth	31. K. to K. fourth
32. P. to K. R. third	32. K. to Q. fifth
33. Kt. to Q. R. fourth	33. K. to Q. sixth
34. P. to K. Kt. fourth	34. K. to Q. B. seventh

35. P. to K. R. fourth	35. P. to Q. fifth
36. P. to K. Kt. fifth	36. P. takes P.
37. P. to K. B. fifth	37. P. to Q. sixth
38. K. to Q. B. fourth	38. P. to Q. seventh
39. Kt. to Q. B. third	39. P. to Q. Kt. fourth
40. K. to Q. fourth	40. P. to Q. Kt. fifth
41. P. to K. R. sixth	41. P. takes Kt.
42. P. to K. R. seventh	42. P. to Q. eighth, queening (ch.)

And White resigned.

Notes.

(*a*) White will now have for some time, a very strong attack, owing to Black's taking the Bishop. He could have simply pushed the B. P., attacking the Kt.; and if the Kt. plays to K. B. seventh, R. takes Kt., and Black gets three Pawns for the exchange; as may be seen by a slight analysis. "Q. to K. R. fifth," as in the text, is stronger than "Q. to Q. B. second," in which case, the following variation would have occurred:—

White.	*Black.*
13. Q. to Q. B. second	13. P. to K. B. fourth
14. Kt. to K. B. seventh	14. Q. to K. square
15. Q. takes Kt.	15. R. takes Kt.
16. P. takes R.	16. Q. takes P.
17. Kt. to Q. B. third	17. P. to Q. B. third
18. R. to Q. square, or (1)	18. Kt. takes P.
19. Kt. takes Kt.	19. B. to K. third
20. Kt. to K. B. sixth (check) or (2)	20. Q. takes Kt.

remaining with three Pawns for the exchange.

(1)

18. R. to K. square	18. B. to Q. R. fourth
19. B. to Q. Kt. second (best)	19. P. to Q. Kt. fourth
20. Q. to K. R. fourth (best)	20. Kt. to K. Kt. third
21. Q. to Q. fourth	21. P. to Q. B. fourth

winning the Q. P. or the exchange.

(2)

20. Kt. takes K. B.	20. B. takes Q.
21. Kt. takes R.	21. Q. to K. B. third
22. R. to Q. Kt. square	22. Q. to Q. square
23. R. takes Q. Kt. P.	23. Q. takes Kt.
24. R. to Q. B. seventh	24. Q. to K. square

with a won game.

(*b*) If "P. takes P." White would have had a less favourable game, for—

14. P. takes P.	14. K. to R. square
15. Kt. to K. sixth (best)	15. B. takes Kt.
16. P. takes B. or (3)	16. K. to R. second
17. B. to K. Kt. fifth (best)	17. Kt. to K. fourth
18. Q. to K. R. fourth	18. Kt. to K. B. fourth
19. B. takes Q. or (4)	19. Kt. takes Q.
20. B. takes Kt. (best)	20. B. to Q. fifth

21. Kt. to Q. second (best)	21. B. takes R.
22. R. takes B.	22. P. to K. B. fourth
23. B. to K. Kt. third	23. K. to K. Kt. second

winning.

(3)

16. B. takes K. R. P.	16. B. to K. B. fourth
17. B. to K. Kt. fifth (dis. check)	17. B. covers
18. Q. to K. R. fourth	18. Kt. to K. B. fourth

and Black remains with a piece ahead.

(4)

19. P. to K. seventh	19. Kt. takes Q.
20. P. takes Q. queening	20. R. takes Q.
21. B. takes R.	21. Kt. to K. Kt. third

winning a piece.

(*c*) This is White's best move, for if—

15. Q. to Kt. fourth	15. Kt. to K. fourth
16. Kt. takes Kt.	16. P. takes Kt.
17. B. takes K. R. P.	17. Q. to K. Kt. third

and Black has a won game; and if "B. takes P.," "R. takes Kt.," and White remains with a piece minus.

(*d*) The only way of winning one piece back. Taking the K. R. P. with the Q. would have been of no avail. "B. to Q. fifth" would have, in that case, been fatal for White.

(*e*) A well-timed sacrifice, which turns entirely the tables upon White. From this point, the attack is entirely in Black's hands.

(*f*) White has no choice left, and is compelled to take the B.

(*g*) This second sacrifice was a consequence of the first, without it, Black's position would have been inferior to White's.

(*h*) The only move to save the piece.

(*i*) "P. to Kt. third," instead, would have lost a clear Rook, for the second player would have answered it by "Kt. to Q. B. third."

(*k*) White can no longer keep the piece. Still this is his best move under the circumstances; "Q. to Kt. second, or Kt. third," would have been worse.

(*l*) The second player having one Pawn more than his opponent, naturally prefers to exchange the Queen and the Rook, in order to avoid the possibility of a drawn game.

(*m*) It was impossible for White to save the K. P., he therefore tries to win some of the Pawns on the Queen's side, which, however, he could not effectuate in time.

(*n*) "P. to K. Kt. fourth" was, perhaps, a better move, still it could not have saved the game.

Between Messrs. JANSSENS and ZYTOGORSKI.

Evans' Gambit.

White. (Mr. JANSSENS.)	*Black.* (Mr. ZYTOGORSKI.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth

4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to Q. R. fourth
10. P. to K. fifth	10. K. Kt. to K. second
11. P. to K. sixth	11. Castles
12. B. to Q. third	12. P. to K. B. fourth
13. Kt. to Q. B. third (*a*)	13. P. to K. R. third
14. Q. to Q. B. second	14. Q. to K. square
15. B. to Q. Kt. second	15. P. to Q. B. fourth
16. Kt. to K. R. fourth (*b*)	16. Q. to K. R. fourth
17. P. to K. Kt. third	17. P. to K. B. fifth
18. Kt. to K. Kt. sixth	18. Kt. takes Kt.
19. B. takes Kt.	19. Q. to K. Kt. fourth
20. Q. R. to K. square (*c*)	20. K. B. P. takes K. Kt. P.
21. R. P. takes P.	21. P. to Q. B. fifth
22. P. to K. seventh (*d*)	22. Q. takes K. Kt. P. (check)
23. K. to B. square	23. Q. to K. R. sixth (check)
24. K. to Kt. square	24. B. to K. Kt. fifth
25. B. to K. R. seventh (check)	25. K. to R. square
26. P. takes R. queening (check)	26. R. takes Q.
27. B. to K. fourth (*e*)	27. Q. to K. Kt. sixth (check)
28. K. to R. square	28. B. takes K. B. P.
29. R. to K. third (*f*)	29. Q. takes R.
30. B. to K. Kt. second	30. B. to K. R. third
31. Q. to K. Kt. sixth (*g*)	31. R. to K. B. sixth
32. Q. takes K. Kt. P. (check) (*h*)	32. K. takes Q.
33. Kt. to Q. square (dis. check)	33. K. to Kt. third
34. Kt. takes Q.	34. R. takes Kt.
35. R. takes B.	35. P. to Q. B. sixth
36. B. to Q. R. third	36. B. to K. B. fourth
37. B. takes Q. P.	37. P. to Q. B. seventh
38. R. to K. B. square	38. R. to Q. sixth
39. B. to K. B. fourth	39. Kt. to Q. B. fifth
40. B. to K. B. third	40. P. to Q. Kt. fourth
41. P. to Q. sixth	41. P. to Q. Kt. fifth

42. K. to Kt. second	42. P. to Q. R. fourth
43. R. to Q. B. square	43. R. to Q. B. sixth
44. R. to K. R. square	44. P. to Q. R. fifth
45. R. takes K. R. P. (check)	45. K. to K. Kt. second
46. P. to Q. seventh	46. B. takes P.
47. B. to K. R. fifth	47. Kt. to K. sixth (check)
48. B. takes Kt.	48. R. takes B.
49. R. to Q. B. fifth	49. P. to Q. Kt. sixth
50. P. takes P.	50. P. takes P.
51. R. to Q. B. sixth	51. P. to Q. Kt. seventh
52. R. takes Q. B.	52. P. to Q. Kt. eighth (Queens)

And White resigned.

Notes.

(*a*) "Kt. to K. Kt. fifth," would have been answered by "K. B. to Q. fifth," with the loss of at least the exchange, if not the R. If 13. "B. to K. Kt. fifth," Black answers with 13. "P. to K. R. third," White 13. "B. takes Kt. (best), 13. "Q. takes B.," and White is forced to play either the Q. Kt. or the Q., on penalty of losing the R.; in either case, Black has time to develop his game and break the centre Pawns. White played the move in the text, in order to be enabled to move the K. Kt. without being exposed to the loss of the R. or the exchange, and to protect at the same time the Q. P.

(*b*) "Kt. to Q. R. fourth," would have been stronger, as it would have forced Black to double the Q. R. P. The 15th move of Black, "P. to Q. B. fourth," was not the proper answer to White's move with the B., by which he evidently intended to threaten mate by bringing the "Q. to Q. B. third"; Black ought to have played "P. to K. Kt. fourth."

(*c*) "B. to Q. B. square" would have been better, as it would have kept Black still in a difficult position; the above move frees Black from all his embarrassements.

(*d*) Check with the B., on K. R. seventh, would have been better.

(*e*) Had White played "Q. to K. fourth," he would have lost the Q. by Black's playing "B. to K. B. sixth."

(*f*) The only move left for White not to lose the Q.

(*g*) If Q. had gone to K. fourth, Black would have answered with "B. takes B.," and won by "R. to K. B. sixth."

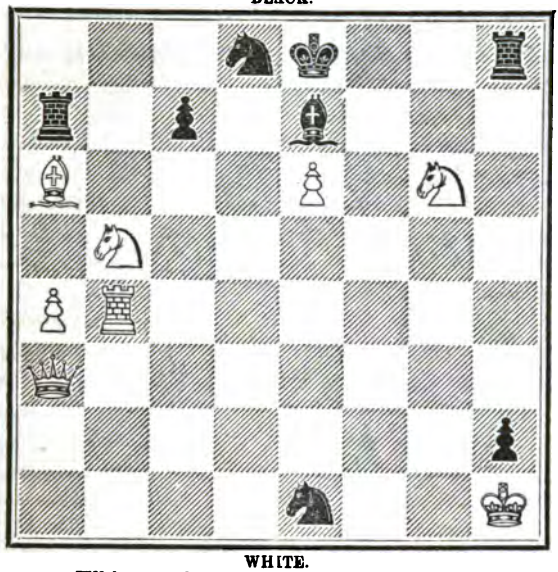
(*h*) This is a desperate move, White has no resources left.

CHESS IN THE PROVINCES.

The Chess Match between Mr. M. E. WERNER and Mr. WALTER PARRATT, which has been in progress a considerable time, was concluded on Saturday last, at the Huddersfield Chess Club, Imperial Hotel. The total Score is as follows:—Mr. WERNER, 7; Mr. PARRATT, 5; drawn games, 2. The contest has been very severe, and the play creditable to both parties. Mr. WATKINSON has been requested by the Huddersfield Chess Club to enter the lists with Mr. WERNER, and we hope that a match may soon be arranged between these two players, who are respectively the champions of the Bradford and Huddersfield Clubs.

No. 77. Problem by J. A. MILES, Esq., Fakenham.

BLACK.



WHITE.

White to play, and mate in four moves.

No. 78. Problem by W. T. PIERCE, Esq.

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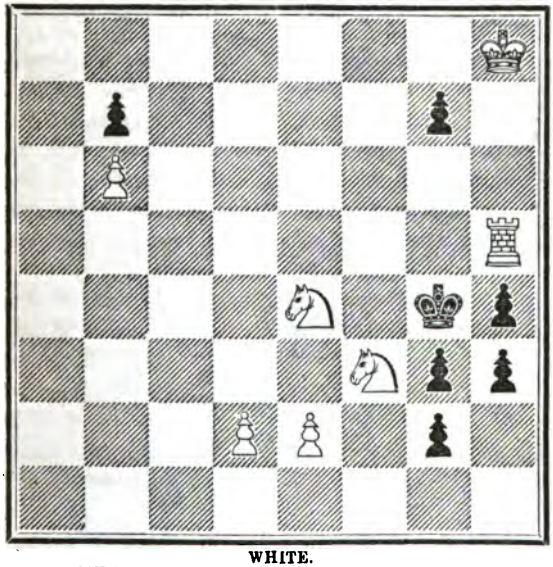
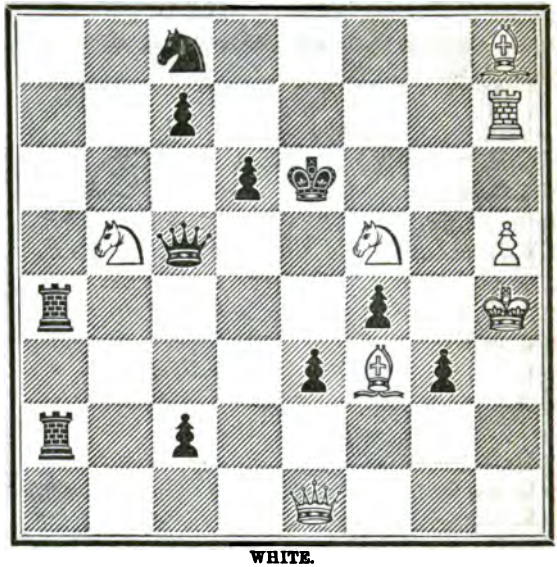


WHITE.

White to move, and mate in four moves.

No. 79. Problem by F. HEALEY, Esq.

BLACK.

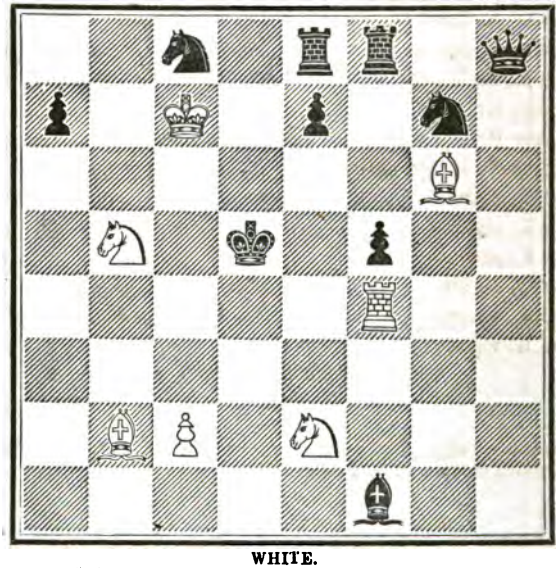


WHITE.

White to play, and mate in four moves.

No. 80. Problem by S. A. HARRISON, Esq., Camberwell.

BLACK.



WHITE.

White to move, and mate in five moves.

Two Games played at the PHILIDORIAN, between Mr. ROBEY and Herr FALKBEER.

GAME I.

(*Evans' Gambit.*)

White. (Mr. ROBEY.)	*Black.* (Herr FALKBEER.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to K. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Q. Kt. third
9. Kt. to Q. B. third	9. B. to K. Kt. fifth
10. Q. to Q. R. fourth	10. B. to Q. second
11. B. to Q. Kt. fifth (*a*)	11. K. Kt. to K. second
12. P. to K. fifth (*b*)	12. P. takes P.
13. P. takes P.	13. Castles
14. B. to Q. R. third	14. P. to Q. R. third
15. K. B. to Q. third	15. Kt. to Q. fifth (*c*)
16. Q. to Q. square	16. Kt. takes Kt. (check)
17. Q. takes Kt.	17. B. to Q. B. third
18. Q. to Q. R. third	18. P. to K. R. third
19. Q. R. to Q. square	19. Q. to K. square
20. Q. to K. R. fourth	20. Kt. to K. Kt. third (*d*)
21. B. takes Kt.	21. P. takes B.
22. B. takes R.	22. Q. takes B.
23. Q. to Q. B. fourth (check)	23. K. to R. second
24. R. to Q. third	24. R. to K. square
25. P. to K. sixth	25. Q. to K. B. fourth
26. P. to K. seventh (*e*)	26. R. takes P.
27. R. to Q. eighth	27. R. to K. B. seventh
28. Q. to K. second	28. Q. B. takes K. Kt. P. (*f*)
29. Q. to K. eighth (*g*)	

And Black mated in two moves.

Notes.

(*a*) This is a novelty. The customary move is "Q. to Q. Kt. third;" the answer to which is "Kt. to Q. R. fourth."

(*b*) "Kt. to Q. fifth," appears to us more efficacious.
(*c*) The correct move. Had Black taken the K. P. with Q. Kt., a move more showy than sound, White would have answered with "B. takes K. R. P. (check)," followed up by "Q. to K. R. fourth."
(*d*) Black could not help losing the exchange at this point; yet his position is perfectly safe, and the strong counter-attack he gets by means of the two Bishops, fully justifies the line of play adopted.
(*e*) White could no longer keep the P. It is clear that no other line of play could have kept up the attack.
(*f*) An unexpected move, which at once decided the game.
(*g*) The worst move under the circumstances; "K. takes Q. B." might have prolonged the struggle, which, however, must have terminated badly for White.

GAME II.

Between the same opponents.

(*King's Knight's move.*)

White. (Herr FALKBEER.)	*Black.* (Mr. ROBEY.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. B. to K. Kt. second
5. P. to Q. fourth	5. P. to Q. third
6. Q. to Q. third (*a*)	6. P. to K. R. third
7. P. to K. R. fourth	7. Kt. to Q. B. third (*b*)
8. P. takes P.	8. P. takes P.
9. R. takes R.	9. B. takes R.
10. P. to K. fifth	10. P. to Q. fourth
11. Q. to K. R. seventh	11. K. to B. square
12. Q. takes B.	12. P. takes B.
13. P. to Q. B. third	13. B. to K. Kt. fifth
14. Q. Kt. to Q. second	14. Q. Kt. to K. second (*c*)
15. Kt. takes Kt. P.	15. Q. Kt. to K. Kt. third
16. Kt. to K. R. seventh (check)	16. K. to K. second
17. Q. to K. Kt. seventh	17. K. to K. third (*d*)
18. Q. Kt. to K. fourth	18. Q. to K. B. fifth (check)
19. K. to Q. second (*e*)	19. R. to K. B. square (*f*)
20. Kt. takes R.	20. Kt. takes Kt.
21. Q. takes Kt. on Kt. square	21. K. to B. fourth
22. Q. to K. Kt. fifth (check)	22. Q. takes Q.
23. K. takes Q.	23. K. takes Kt.

24. K. to K. square	24. Kt. to Kt. third
25. P. to K. Kt. third	25. K. to K. B. fourth
26. B. takes P.	26. Kt. takes B.
27. P. takes Kt.	27. K. to K. fifth (*g*)
28. K. to B. second	28. P. to Q. B. fourth
29. R. to K. square (check)	29. K. to Q. fourth
30. K. to K. third	30. P. takes P. (check)
31. P. takes P.	31. P. to Q. Kt. fourth
32. R. to K. Kt. square	32. B. to K. B. fourth
33. R. to K. Kt. fifth	33. B. to K. Kt. third
34. P. to Q. R. third	34. P. to Q. R. fourth
35. P. to K. fifth (dis. check)	35. K. takes P.
36. R. takes Q. Kt. P.	36. P. to Q. R. fifth
37. R. to Q. Kt. fourth	37. B. to Q. B. seventh
38. R. takes Q. B. P.	38. B. to Q. Kt. sixth
39. R. to Q. B. fifth	39. P. to K. B. fourth
40. R. to K. fifth (check)	40. K. to K. B. third
41. P. to Q. fifth	41. B. to Q. R. seventh
42. K. to Q. fourth	42. B. to Q. Kt. sixth
43. K. to Q. B. fifth	43. B. to Q. B. seventh
44. P. to Q. sixth	44. B. to K. third
45. R. takes B.	45. K. takes R.
46. K. to Q. B. sixth	

And Black resigned.

Notes.

(*a*) This is not the usual move at this stage of the game. It may not be the soundest attack, yet it leads to most interesting variations. From Herr Falkbeer's published games, we have often observed, that he is particularly fond of this sort of attack, which seems to be quite congenial to his style of play.

(*b*) Herr F. here recommends "Q. to K. second," which would lead to the following variation:—

White.	*Black.*
	7. Q. to K. second
8. P. takes P.	8. P. takes P.
9. R. takes R.	9. B. takes R.
10. P. to K. fifth	10. B. to K. Kt. second (best)
11. Q. to K. R. seventh	11. K. to B. square (best)
12. Q. Kt. to B. third	

If, instead, "Q. to K. R. fifth," Black plays "P. to K. B. third," and on Q. back to R. seventh, Black, by answering with "Kt. to K. R. third," will have the better game.

	12. P. to Q. B. third
13. B. to Q. second	13. Kt. to K. R. third

This is stronger than "P. to Q. fourth," as it forces the Q. to retreat.

14. Q. to Q. third	14. B. to K. B. fourth
15. Q. to K. second	15. P. takes P.
16. P. takes P.	16. P. to K. Kt. fifth

and it seems that the advantage will remain with Black.

(*c*) Very well conceived; by this move Black loses the Gambit Pawn, but turns the attack.

(*d*) Another good move. The position becomes now very complicated and interesting.

(*e*) "Kt. to K. B. second," at first sight, seems the safer course; but as Black could have replied with "Q. to K. Kt. sixth," White's game would have been more critical than with the move in the text.

(*f*) Was there any move to save the game? That in the text must eventually lose for Black; and "K. to B. fourth," as suggested by the by-standers, is perhaps worse, as may be seen by variation. It appears that "Q. to K. second," is the least objectionable under the circumstances, for

White.	*Black.*
	19. K. to K. B. fourth
20. Q. takes K. B. P. (check)	20. K. takes Kt. (best)
21. Q. takes Q. Kt. (check)	21. B. to K. B. fourth or (A)
22. Kt. to K. Kt. fifth (check)	22. K. to Q. fourth
23. Q. takes B.	

And wins.

(A)

	21. K. to Q. fourth
22. K. to Q. B. second	22. Q. to K. B. seventh (check)
23. B. interposes	23. Q. takes K. Kt. P.
24. Q. to K. B. seventh	

and wins equally.

(*g*) Taking the P. would have been better, but it matters little, the game being beyond redemption.

Games played between Herr HARRWITZ, and Mr. WERNER, the best player of the Bradford Chess Club.

GAME I.

(*Remove White's Q. Kt.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. WERNER.)
1. P. to K. fourth	1. P. to Q. fourth
2. P. to K. fifth	2. P. to Q. fifth
3. P. to K. B. fourth	3. P. to K. third
4. P. to Q. R. third	4. P. to K. B. third
5. Kt. to K. B. third	5. Kt. to Q. B. third
6. B. to B. fourth	6. B. to B. fourth
7. P. to Q. third	7. Kt. to R. third

8. Castles	8. Castles
9. P. to Q. Kt. fourth	9. B. to Kt. third
10. P. to Kt. fifth	10. Kt. to R. fourth
11. B. to R. second	11. Kt. to B. fourth
12. K. to R. square	12. K. to R. square
13. Q. to K. second	13. Q. to K. square
14. P. to Q. R. fourth	14. P. to B. third
15. R. to Q. Kt. square	15. B. to Q. second
16. B. to R. third	16. R. to B. second
17. P. takes K. B. P.	17. R. takes P.
18. Kt. to Kt. fifth	18. R. to R. third
19. K. to Kt. square	19. Kt. to K. sixth
20. R. to B. third	20. Kt. to Q. fourth
21. B. takes Kt.	21. K. P. takes B.
22. Q. to B. second	22. Q. to R. fourth
23. P. to R. third	23. R. to K. square
24. K. to B. square	24. R. to K. sixth
25. B. to B. square	25. R. takes R.
26. Kt. takes R.	26. R. to B. third
27. B. to Q. second	27. P. to B. fourth
28. Kt. to K. fifth	28. B. to K. third
29. K. to Kt. square	29. B. to Q. B. second
30. Q. to K. square	30. P. to Q. Kt. third
31. Kt. to B. third	31. Kt. to Q. Kt. second
32. Kt. to Kt. fifth	32. B. to K. Kt. square
33. P. to Kt. fourth	33. Q. to Kt. third
34. P. to B. fifth	34. R. takes P.
35. P. takes P.	35. Q. takes P.
36. Q. to B. second	36. Q. to Kt. third
37. Q. to Kt. second	37. Q. to Q. third
38. R. to K. B. square	38. Kt. to Q. square
39. B. to B. fourth	39. Q. to Q. second
40. Q. to Kt. fourth	40. Q. takes Q. (check)
41. P. takes Q.	41. B. takes B.
42. R. takes B.	42. P. to K. R. third
43. R. to B. eighth	43. P. takes Kt.
44. R. takes Kt.	44. K. to R. second
45. R. to R. eighth	45. P. to B. fifth

46. R. takes P.	46. B. to K. third
47. R. to Kt. seventh	47. B. takes P.
48. R. takes P.	48. B. to Q. eighth
49. P. to R. fifth	49. B. takes P.
50. P. takes P.	50. P. takes P.
51. R. to Q. sixth	51. P. to Q. sixth
52. P. to R. sixth	52. P. to B. sixth
53. P. to R. seventh	53. P. to Q. seventh
54. P. queens	

And Black resigned.

GAME II.

Between the same opponents.

(*Remove Black's K. Kt.*)

Black. (Herr HARRWITZ.)	*White.* (Mr. WERNER.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to B. fourth	2. Kt. to K. B. third
3. P. to Q. fourth	3. Kt. takes P.
4. P. takes P.	4. P. to Q. Kt. fourth
5. B. takes B. P. (check)	5. K. takes B.
6. Q. to Q. fifth (check)	6. K. to K. square
7. Q. takes Kt.	7. Kt. to B. third
8. Castles	8. B. to B. fourth
9. Kt. to B. third	9. P. to Q. R. third
10. Q. to K. Kt. fourth	10. P. to K. Kt. third
11. Kt. to K. fourth	11. Kt. takes P.
12. Q. to K. second	12. Q. to K. second
13. B. to Kt. fifth	13. Q. to B. square
14. Kt. to B. sixth (check)	14. K. to B. second
15. Q. takes Kt.	15. P. to Q. third
16. Q. to K. fourth	16. B. to B. fourth
17. Q. to Q. fifth (check)	17. B. to K. third
18. Q. to B. sixth	18. Q. to Q. B. square
19. Kt. to K. fourth	19. B. to R. second
20. B. to K. third	20. R. to K. square
21. Kt. to Kt. fifth (check)	21. K. to Kt. square

22. B. takes B.	22. R. takes B.
23. Q. R. to K. square	23. B. to Q. second
24. Q. to Q. fifth (check)	24. K. to R. square
25. Q. to B. seventh	

And White resigned.

Game III.

Between the same opponents.

(*Remove White's Q. Kt.*)

White. (Herr Harrwitz.)	*Black.* (Mr. Werner.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. B. to K. second
4. B. to Q. B. fourth	4. B. to R. fifth (check)
5. K. to B. square	5. P. to Q. Kt. fourth
6. B. takes Kt. P.	6. P. to Q. B. third
7. B. to B. fourth	7. B. to K. second
8. B. to Kt. third	8. P. to Q. third
9. P. to Q. fourth	9. Kt. to K. B. third
10. Kt. to Kt. fifth	10. Castles
11. Q. B. takes P.	11. P. to K. R. third
12. P. to K. R. fourth	12. P. takes Kt.
13. P. takes P.	13. Kt. to Kt. fifth
14. P. to Kt. sixth	14. P. to Q. fourth
15. P. takes Q. P.	15. P. takes Q. P.
16. K. to Kt. square	16. P. takes P.
17. Q. to B. third	17. Kt. to K. B. third
18. P. to Q. B. fourth	18. B. to K. Kt. fifth
19. Q. to Kt. third	19. B. to K. B. fourth
20. B. to K. fifth	20. B. to K. fifth
21. Q. to R. third	21. Q. to Q. second
22. P. takes P.	22. B. takes P.
23. B. takes Kt.	23. Q. takes Q.
24. B. takes B. (check)	24. R. to B. second
25. R. takes Q.	25. B. takes B.
26. B. takes Q. R.	26. B. takes P. (check)

27. K. to R. square	27. R. to Q. second
28. R. to K. square	28. Kt. to R. third
29. B. to K. fourth	29. P. to K. Kt. fourth
30. B. to Kt. sixth	30. R. to Q. square
31. R. to Q. third	31. Kt. to B. second
32. R. to K. seventh	

And Black resigned.

GAME IV.

Between the same opponents.

(*Remove White's K. Kt.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. WERNER.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to B. fourth	2. P. to Q. fourth
3. P. takes P.	3. Kt. to K. B. third
4. Kt. to B. third	4. B. to B. fourth
5. Castles	5. Castles
6. P. to Q. third	6. P. to Q. B. third
7. B. to K. Kt. fifth	7. Q. to Q. third
8. Q. to B. third	8. B. to K. Kt. fifth
9. Q. to Kt. third	9. Q. Kt. to Q. second
10. P. takes P.	10. P. takes P.
11. K. to R. square	11. B. to K. third
12. B. to Kt. third	12. B. takes B.
13. R. P. takes B.	13. B. to Kt. third
14. P. to B. fourth	14. Kt. to R. fourth
15. Q. to R. fourth	15. Kt. takes P.
16. B. to K. seventh	16. Q. to Kt. third
17. P. to Kt. third	17. Kt. to Q. fourth
18. B. takes R.	18. R. takes B.
19. K. R. to K. square	19. Kt. takes Kt.
20. P. takes Kt.	20. P. to Q. B. fourth
21. K. to Kt. second	21. P. to B. fourth
22. Q. to B. fourth (check)	22. K. to R. square
23. Q. to Q. fifth	23. Q. to K. square
24. P. to B. fourth	24. P. to B. fifth

25. P. to B. third	25. P. to B. sixth (check)
26. K. to B. square	26. Q. to R. fourth
27. R. to R. second	27. Kt. to B. third
28. Q. takes P.	28. Q. to R. sixth (check)
29. K. to Kt. square	29. Kt. to Kt. fifth
30. Q. to Q. sixth	30. R. to K. Kt. square
31. Q. to B. fourth	31. P. to B. seventh (check)
32. R. takes P.	32. Kt. takes R.
33. Q. takes Kt.	33. Q. to Q. second
34. Q. to B. third	34. R. to Q. square
35. R. to Q. square	35. Q. to K. third
36. K. to Kt. second	36. P. to K. R. third
37. P. to Q. Kt. fourth	37. R. to K. square
38. P. takes P.	38. B. takes P.
39. P. to Q. fourth	39. B. to Q. third
40. P. to B. fifth	40. B. to R. second
41. P. to Q. fifth	41. Q. to K. fourth
42. P. to Q. sixth	42. B. to R. fourth
43. P. to B. sixth	43. B. takes P.
44. P. to B. seventh	44. R. to K. Kt. square
45. R. to Q. fifth	45. Q. to K. third
46. P. to Q. seventh	

And Black resigned.

Game lately played at the PHILIDORIAN between Messrs. ROBEY and ZYTOGORSKI.

(*Evans' Gambit.*)

White. (Mr. ROBEY.)	*Black.* (Mr. ZYTOGORSKI.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Q. Kt. third
9. Kt. to Q. B. third	9. B. to K. Kt. fifth
10. Q. to Q. B. fourth	10. B. to Q. second

11. B. to Q. Kt. fifth	11. K. Kt. to K. second
12. Kt. to Q. fifth (*a*)	12. P. to Q. R. third (*b*)
13. Kt. takes K. B.	13. B. P. takes Kt.
14. B. to K. second	14. Kt. to K. fourth
15. Q. to Q. Kt. third	15. Kt. takes Kt. (check)
16. B. takes Kt.	16. Castles
17. B. to Q. R. third	17. B. to Q. Kt. fourth
18. K. R. to K. square	18. R. to Q. B. square
19. Q. to Q. Kt. fourth	19. Kt. to Q. B. third
20. Q. takes Q. P.	20. Q. takes Q.
21. B. takes Q.	21. K. R. to Q. square
22. P. to K. fifth	22. Kt. takes Q. P.
23. K. B. takes Q. Kt. P.	23. Q. R. to Q. B. sixth
24. K. B. to Q. fifth	24. B. to Q. B. fifth
25. K. B. to K. fourth	25. B. to K. third
26. P. to K. B. fourth	26. P. to K. B. fourth
27. Q. R. to Q. square	27. Kt. to Q. Kt. fourth
28. P. to Q. R. fourth (*c*)	28. Kt. to Q. R. second
29. K. B. to Q. fifth	29. K. to K. B. second
30. Q. B. to Q. Kt. fourth	30. Q. R. to Q. B. square
31. B. takes B. (check)	31. K. takes B.
32. R. to Q. sixth (check)	32. R. takes R.
33. P. takes R. (dis. check)	33. K. to Q. fourth (*d*)
34. R. to K. fifth (check)	34. K. to Q. B. fifth
35. B. to Q. R. third	35. K. to Q. Kt. sixth
36. R. to K. third (check)	36. K. takes P.
37. B. to Q. Kt. second	37. R. to Q. square
38. B. to K. fifth	38. Kt. to Q. B. third
39. R. to Q. third	39. R. to Q. second
40. K. to K. B. second	40. K. to Q. Kt. fourth
41. R. to Q. B. third	41. P. to Q. R. fourth
42. K. to K. third	42. P. to K. Kt. fourth
43. P. to K. Kt. third	43. P. to K. R. fourth
44. K. to K. B. third	44. P. to K. Kt. fifth (check)
45. K. to K. third	45. P. to Q. R. fifth
46. K. to K. second	46. R. to Q. R. second
47. K. to K. B. third	47. P. to Q. R. sixth
48. R. to Q. third	48. Kt. takes B.

49. P. takes Kt.	49. P. to Q. R. seventh
50. R. to Q. square	50. P. to Q. R. eighth (queens)
51. R. takes Q.	51. R. takes R.
52. P. to Q. seventh	52. R. to Q. eighth
53. P. to K. sixth	53. K. to Q. B. third
54. K. to K. B. fourth	54. R. takes P.
55. P. takes R.	55. K. takes P.

And wins.

Notes.

(*a*) Our readers will find that in a previous game played between Herr Falkbeer and the same amateur, we have stated that this move is more to the purpose than "P. to K. fifth."

(*b*) This move is perfectly safe, although it isolates the Q. P. Had Black castled instead, the following variation might have arisen:—

White.	*Black.*
	12. Castles
13. P. to K. fifth	

At this point, the advance of the K. P. appears to be very strong.

	13. Q. Kt. takes Q. P.

If "P. takes P." in lieu, White answers with "Kt. takes Kt." (check). If Kt. retake, White wins a piece, and if Q. retake, White answers with "B. to Q. R. third," winning the exchange.

14. Q. Kt. takes Kt. (check)	14. Q. takes Kt.
15. B. takes B.	15. Kt. takes Kt. (check)

16. P. takes Kt., with a piece ahead.

The only move. White threatens to advance the K. P. with great effect.

(*c*) This is a mistake which Black also overlooked, for he ought to have taken the B. with the Kt.

(*d*) A careful examination of this position will show that the above move was the only one to save the game; for, if "K. to K. B. third," White wins by advancing the Q. P.; and if "K. to Q. second," or to Q. B. second, White evidently wins the piece.

Game between Mr. ROBEY and Mr. CAMPBELL.

White. (Mr. ROBEY.)	*Black.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. K. B. to B. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Q. Kt. third

9. Q. Kt. to B. third	9. B. to K. Kt. fifth
10. Q. to Q. R. fourth	10. B. to Q. second
11. B. to Q. Kt. fifth	11. P. to Q. R. third
12. B. takes Kt.	12. B. takes B.
13. Q. to Q. Kt. third	13. Kt. to K. second
14. P. to Q. fifth	14. B. to Q. second
15. P. to K. fifth	15. P. takes P.
16. Kt. takes P.	16. Castles
17. B. to Q. R. third	17. B. to Q. fifth
18. Kt. takes Q. B.	18. Q. takes Kt.
19. Q. R. to K. square	19. K. R. to K. square
20. Q. takes Q. Kt. P.	20. Q. R. to Q. Kt. square
21. R. takes Kt.	21. Q. takes R.
22. Q. takes Q. R.	22. Q. to K. fourth
23. Q. to Q. Kt. third (*a*)	23. B. takes Kt.
24. B. to Q. B. fifth	24. P. to K. R. fourth
25. P. to K. R. third	25. P. to Q. B. third
26. P. to K. B. fourth (*b*)	26. B. to Q. fifth (check)
27. K. to R. square (*c*)	27. Q. to K. seventh
28. R. to Q. B. square	28. B. takes B.
29. R. takes B.	29. Q. to B. eighth (check)
30. K. to R. second	30. R. to K. seventh
31. Q. to K. Kt. third	31. P. to K. R. fifth
32. Q. to K. Kt. fifth	32. P. to K. B. third
33. Q. to K. Kt. fourth	33. R. to K. eighth
34. Q. takes P.	

And Black wins the Queen in six moves.

Notes.

(*a*) White has now his Pawn back.

(*b*) White could have won a Pawn by "R. to Q. B. square." He could not take P. first, and then win B. back by moving Rook to same square on account of his adversary then playing "R. to K. seventh," threatening mate in two moves if his B. be taken by Q. or R.

(*c*) "K. to R. square" loses the game, "K. to R. second" would, perhaps, lead to a draw.

Herr KOLISCH is still in London. He was more successful in his Match with Mr. WORRALL, we believe, than Mr. MORPHY. He won six games to Mr. WORRALL'S two.

Game between Mr. SCHULTEN and Mr. KOLISCH.

White. (Mr. SCHULTEN.)	*Black.* (Mr. KOLISCH.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. K. P. takes P.	3. P. to K. fifth
4. Kt. to Q. B. third	4. Kt. to K. B. third
5. P. to Q. third	5. B. to Q. Kt. fifth
6. B. to Q. second	6. P. to K. sixth
7. B. takes P.	7. Castles
8. K. Kt. to K. second	8. R. to K. square
9. B. to Q. second	9. B. takes Kt.
10. B. takes B.	10. Kt. takes P.
11. Q. to Q. second	11. Kt. to K. sixth
12. B. to K. fifth	12. Kt. takes B.
13. R. takes Kt.	13. P. to K. B. third
14. B. to Q. Kt. third	14. B. to K. Kt. fifth
15. R. to K. B. second	15. Q. to Q. fourth
16. K. to B. square	16. Kt. to Q. B. third
17. P. to K. R. third	17. B. takes P.
18. P. takes B.	18. R. takes Kt.
19. K. takes R.	19. R. to K. square (check)
20. B. to K. fifth	20. Kt. takes B.
21. Q. to K. third	21. K. to B. second
22. Q. to K. Kt. third	22. Kt. to Q. B. fifth (dis. check)
23. K. to B. square	23. Q. to K. R. eighth (check)
24. Q. to K. Kt. square	24. Q. takes R. P. (check)
25. R. to K. Kt. second	25. Kt. to Q. seventh (check)
26. K. to B. second	26. Q. to K. sixth (check)

And mates.

The following six games were played at the late Bradford Meeting simultaneously, by Herr HARRWITZ, without seeing the Board.

BOARD I.

White. (Herr HARRWITZ.)	*Black.* (Mr. LANDOLPHE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to B. fourth	3. P. to Q. third

4. P. to Q. fourth	4. Q. to R. fifth (check)
5. K. to B. square	5. Q. B. to K. Kt. fifth
6. Kt. to K. B. third	6. Q. to K. B. third
7. Kt. to Q. B. third	7. Kt. to K. second
8. Q. to Q. third	8. P. to Q. R. third
9. P. to K. fifth	9. Q. to K. B. fourth
10. P. takes P.	10. Q. B. P. takes P.
11. Kt. to K. fourth	11. Q. to Q. second
12. Q. B. takes P.	12. Kt. to Kt. third
13. Q. to K. third	13. K. to Q. square
14. P. to Q. fifth	14. Q. to Q. B. second
15. B. to Q. Kt. third	15. B. to K. second
16. R. to K. square	16. P. to R. third
17. B. to Kt. third	17. Kt. to Q. second
18. P. to Q. B. fourth	18. B. takes Kt.
19. P. takes B.	19. P. to Q. Kt. third
20. K. to Kt. second	20. R. to K. B. square
21. P. to K. R. fourth	21. P. to K. B. fourth
22. Kt. to Q. second	22. Kt. to Q. B. fourth
23. P. to R. fifth	23. P. to B. fifth
24. Q. to K. second	24. Kt. to K. fourth
25. B. to K. B. second	25. B. to K. B. third
26. B. to Q. B. second	26. Q. to K. second
27. P. to Q. Kt. fourth	27. Q. Kt. to Q. second
28. Kt. to K. fourth	28. R. to Q. B. square
29. B. to Kt. third	29. R. to Q. B. second
30. P. to B. fifth	30. Kt. P. takes P.
31. P. takes P.	31. Kt. to K. B. second
32. Q. takes P.	32. Q. to K. fourth
33. P. takes P.	33. R. to Q. B. square
34. Q. to R. fifth (check)	34. K. to K. square
35. Kt. takes B. (check)	35. P. takes Kt.
36. B. to Q. R. fourth	36. R. to Kt. square (check)
37. K. to R. second	37. K. to K. B. square
38. R. takes Q.	38. K. Kt. takes R.
39. B. takes Q. Kt.	39. Kt. takes B.
40. R. to K. Kt. square	40. K. to B. second
41. R. takes R.	

And Black resigned.

This game lasted five hours and a half.

BOARD II.

White. (Herr HARRWITZ.)	*Black.* (Mr. AMMELBURG.)
1. P. to Q. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to Q. third
3. P. to K. fourth	3. Kt. to Q. B. third
4. P. to B. fourth	4. P. to K. B. third
5. Kt. to K. B. third	5. B. to Q. second
6. Kt. to Q. B. third	6. P. to Q. R. third
7. P. to Q. fifth	7. P. takes P.
8. B. P. takes P.	8. Kt. to Q. R. second
9. B. to Q. third	9. P. to Q. B. fourth
10. Castles	10. Q. to Q. Kt. third
11. K. to R. square	11. Castles (Q. R.)
12. P. to Q. R. fourth	12. P. to K. Kt. third
13. R. to R. third	13. K. to Kt. square
14. R. to Kt. third	14. Kt. to Kt. fourth
15. P. takes Kt.	15. P. to Q. R. fourth
16. B. to Q. second	16. R. to Q. B. square
17. B. to Q. B. fourth	17. B. to Kt. second
18. Q. to K. second	18. Kt. to K. second
19. R. to Q. R. square	19. B. to Kt. fifth
20. Q. Kt. to R. fourth	20. Q. to Q. square
21. P. to Q. Kt. sixth	

And Black resigned.

This game lasted five hours.

BOARD III.

White. (Herr HARRWITZ.)	*Black.* (Mr. PETTY.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. Kt. to K. B. third
4. Kt. to Kt. fifth	4. P. to Q. fourth
5. P. takes P.	5. Kt. takes Q. P.
6. Kt. takes K. B. P.	6. K. takes Kt.
7. Q. to B. third (check)	7. Q. to B. third
8. B. takes Kt. (check)	8. Q. B. to K. third
9. B. takes Kt.	9. Kt. P. takes B.

10. Q. takes Q. (check)	10. K. takes Q.
11. Kt. to B. third	11. B. to Q. third
12. Castles	12. K. R. to K. square
13. P. to Q. third	13. K. to B. second
14. Kt. to K. fourth	14. K. to Kt. square
15. P. to Q. B. fourth	15. P. to Q. R. fourth
16. B. to Q. second	16. P. to R. fifth
17. B. to B. third	17. Q. R. to Q. square
18. Q. R. to Q. square	18. B. to K. B. fourth
19. P. to K. B. third	19. Q. R. to Kt. square
20. K. R. to K. square	20. B. to Q. Kt. fifth
21. B. takes B.	21. R. takes B.
22. R. to K. second	22. R. to Q. square
23. Q. R. to Q. second	23. P. to K. R. third
24. Kt. to B. fifth	24. K. R. to K. square
25. P. to Q. R. third	25. Q. R. to Kt. square
26. Kt. takes P.	26. Q. R. to Q. square
27. Kt. to B. fifth	27. R. to Q. third
28. P. to Q. fourth	28. Q. R. to Q. square
29. K. to B. second	29. B. to Kt. third
30. P. takes P.	30. R. takes R.
31. R. takes R.	31. R. takes K. P.
32. P. to Q. Kt. fourth	32. B. to B. second
33. R. to Q. fourth	33. P. to K. R. fourth
34. P. to Q. R. fourth	34. R. to K. square
35. P. to R. fifth	35. R. to Q. Kt. square
36. Kt. to Q. third	36. B. to K. Kt. third
37. Kt. to K. fifth	37. B. to K. square
38. P. to Q. B. fifth	38. K. to R. second
39. K. to K. third	39. K. to R. third
40. P. to K. B. fourth	40. P. to K. Kt. third
41. P. to R. fourth	41. K. to Kt. second
42. K. to Q. second	42. K. to B. third
43. K. to Q. B. third	43. K. to B. fourth
44. P. to K. Kt. third	44. K. to K. third
45. R. to Q. square	45. K. to B. fourth
46. R. to Q. R. square	46. K. to K. fifth
47. K. to B. fourth	47. K. to K. sixth

48. R. to R. third (check)	48. K. to K. fifth
49. P. to R. sixth	49. R. to R. square
50. P. to R. seventh	50. K. to K. B. fourth
51. K. to Q. fourth	51. K. to K. third
52. R. to R. sixth	52. K. to K. second
53. Kt. takes Kt. P. (check)	53. B. takes Kt.
54. R. takes B.	54. R. takes P.
55. R. takes K. Kt. P.	

And Black resigned.

This game lasted six hours and a quarter.

BOARD IV.

White. (Herr HARRWITZ.)	*Black.* (Dr. Mc. TURK.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. B. to Q. third
4. P. to Q. fourth	4. P. to K. Kt. fourth
5. P. to K. R. fourth	5. P. to K. B. third
6. B. to Q. B. fourth	6. Q. to K. second
7. B. to Q. third	7. P. to Kt. fifth
8. K. Kt. to Q. second	8. P. to K. R. fourth
9. Kt. to Q. B. fourth	9. P. to B. sixth
10. P. takes P.	10. B. to Kt. sixth (check)
11. K. to B. square	11. Q. to Kt. second
12. P. to K. B. fourth	12. Kt. to Q. B. third
13. K. to Kt. second	13. B. takes R. P.
14. R. takes B.	14. Kt. takes Q. P.
15. B. to K. second	15. P. to K. B. fourth
16. P. to K. fifth	16. Kt. to B. sixth
17. B. takes Kt.	17. P. takes B. (dis. check)
18. K. takes P.	18. Kt. to K. second
19. Q. to B. square	19. Q. to R. third
20. Kt. to B. third	20. Q. to Q. B. third (check)
21. K. to B. second	21. Kt. to Kt. third
22. R. to R. second	22. P. to Kt. third
23. Q. to Kt. second	23. Q. takes Q. (check)
24. R. takes Q.	24. K. to B. second

25. R. to Kt. fifth	25. Kt. to R. fifth
26. B. to Q. second	26. B. to R. third
27. Kt. to K. third	27. K. to K. third
28. K. to Kt. third	

And Black resigned.

This game lasted four hours and a half.

BOARD V.

White. (Herr HARRWITZ.)	*Black.* (Mr. BARKER.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. P. to Q. fourth	3. Q. to K. second
4. Kt. to Q. B. third	4. Kt. to K. B. third
5. B. to K. Kt. fifth	5. P. to Q. B. third
6. B. to K. second	6. Q. to Q. second
7. B. takes Kt.	7. P. takes B.
8. Castles	8. P. to Q. R. third
9. Kt. to K. R. fourth	9. Q. to Q. B. second
10. P. to Q. fifth	10. P. to Q. B. fourth
11. P. to K. B. fourth	11. Q. to K. second
12. B. to Kt. fourth	12. B. to Q. second
13. P. to Q. R. fourth	13. R. to Kt. square
14. B. to B. fifth	14. B. takes B.
15. Kt. takes B.	15. Q. to Q. B. second
16. P. to Q. R. fifth	16. Kt. to Q. second
17. Q. to R. fifth	17. R. to K. R. square
18. Q. to R. fourth	18. P. to B. fifth
19. K. to R. square	19. Q. to Q. square
20. R. to Q. R. fourth	20. P. to Kt. third
21. R. takes P.	21. P. to Kt. fourth
22. R. to B. sixth	22. Q. to Kt. square
23. Kt. to Q. R. fourth (*a*)	23. P. takes Kt.
24. P. takes P.	24. B. P. takes P.
25. Q. to R. fifth	25. Kt. to B. third
26. Q. to B. third	26. R. to R. second
27. Kt. takes P. (check)	27. B. takes Kt.

28. Q. takes Kt.	28. K. to Q. second
29. Q. takes P. (check)	29. B. to K. second
30. Q. to K. sixth (check)	30. K. to Q. square
31. P. to Q. sixth	31. R. to K. square

And White announced mate in three moves.

This game lasted six hours.

Note.

(*a*) This move is owing to a mistake. The one intended was "Kt. to Q. R. second."

BOARD VI.

White. (Herr HARRWITZ.)	*Black.* (Mr. KNOWLES and Mr. HIRSCH, in consultation.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. B. to B. fourth
3. Kt. to K. B. third	3. P. to Q. third
4. P. to Q. B. third	4. Kt. to Q. B. third
5. P. to Q. fourth	5. P. takes P.
6. P. takes P.	6. B. to Kt. fifth (check)
7. Kt. to Q. B. third	7. B. to K. Kt. fifth
8. B. to K. third	8. Kt. to R. third
9. B. to Q. third	9. Castles
10. Castles	10. B. takes Q. Kt.
11. P. takes B.	11. Q. to K. second.
12. Q. to Q. second	12. B. takes Kt.
13. R. takes B.	13. Kt. to K. Kt. fifth
14. P. to Q. fifth	14. Kt. takes B.
15. Q. takes Kt.	15. Kt. to R. fourth
16. P. to K. fifth	16. P. takes P.
17. P. takes P.	17. P. to K. Kt. third
18. Q. R. to K. B. square	18. Q. R. to Q. square
19. P. to B. fourth	19. P. to Q. Kt. third
20. K. to R. square	20. Q. R. to K. square
21. Q. to K. B. second	21. Kt. to Kt. second
22. R. to K. square	22. Kt. to B. fourth
23. B. to B. second	23. P. to Q. R. third
24. R. to R. third	24. P. to Q. Kt. fourth

25. Q. to K. B. fourth	25. P. takes P.
26. Q. takes P.	26. Q. to Q. third
27. Q. to K. R. fourth	

And Black resigns.

This game lasted five hours.

SOLUTIONS TO PROBLEMS.

No. 69. *Page* 175.

White.	*Black.*
1. B. to K. fourth (check)	1. K. to K. fourth (best)
2. Kt. to Q. fourth	2. Q. to Q. second, or (A. B.)
3. Kt. to Q. B. sixth (check)	3. K. to K. third
4. Kt. to Q. eighth (check)	4. K. to K. fourth

5. P. to Q. fourth, and wins either Queen, or mates.

(A.)

	2. Q. to K. square
3. Kt. to Q. B. sixth (check)	3. K. to K. third
4. Kt. to Q. eighth (check)	4. K. to K. fourth (best)

5. P. to Q. fourth

and wins.

(B.)

	2. Q. to Q. R. third

3. P. to Q. Kt. fifth, and wins Queen.

No. 70. *Page* 175.

(1.)

Black.	*White.*
1. Kt. to R. third (check)	1. K. to Kt. sixth (A)
2. Q. takes P. (check)	2. K. takes Kt. (or to R. fifth)

3. Q. to K. Kt. fourth, mate

(A.)

	1. K. to K. B. eighth
2. R. takes Q. (check)	2. Kt. takes R.

3. Kt. takes R. (double check and mate)

(2.)

White.	*Black.*
1. R. to K. fourth (check)	1. K. takes R. (A) and (B)
2. R. to Q. B. fourth (check)	2. K. to K. fourth (C)

3. Q. to Q. B. seventh, mate

(C.)

	2. K. to K. B. sixth

3. Q. takes Kt., mate

(A.)

	1. Kt. takes R.
2. R. to Q. B. fourth (check)	2. K. to K. fourth

3. Q. to K. sixth, mate

(B.)

	1. R. takes R.
2. R. to Q. third (check)	2. Kt. takes R. (D) and (E)

3. Q. to Q. B. third, mate

(D.)

2. K. to Q. B. fifth

3. Kt. takes B. (mate)

(E.)

2. K. to K. fourth

3. Q. as before (mate)

No. 71. *Page* 176.

White.	*Black.*
1. P. to K. B. fourth	1. K. to Q. sixth, or (A)
2. P. to K. B. third	2. K. to K. seventh
3. K. to Q. Kt. third	3. K. to K. B. seventh, or (B)
4. K. to Q. B. fourth	

and wins, by queening Q. R. P. in seven moves, whilst Black would require nine moves.

(A.)

1. P. to K. Kt. third

2. P. to K. Kt. fourth — 2. K. to Q. B. fifth

If the Black King goes after the White Pawns, White wins by queening Queen's Rook's Pawn.

3. P. to K. B. third	3. K. to Q. fourth
4. P. to K. B. fourth	

and wins, as the Black King is now obliged to go after the Pawns; but White must not forget to push K. Kt. Pawn when attacked by the King, as it prevents the Kt.'s Pawn queening.

(B.)

If Black plays "K. to Q. sixth," White wins by playing "P. to Q. Kt. fourth."

No. 72. *Page* 176.

White.	*Black.*
1. R. takes K. Kt. P.	1. R. takes Q. (best)
2. R. takes K. P. (dis. ch.)	2. K. to Kt. square
3. R. to Kt. seventh (check)	3. K. to R. square
4. R. takes B. (dis. ch.)	4. K. to Kt. square
5. R. to Kt. seventh (ch.)	5. K. to R. square
6. R. takes Kt. (dis. ch.)	6. K. to Kt. square
7. R. to Kt. seventh (check)	7. K. to R. square
8. R. takes Kt. (dis. check)	8. K. to Kt. square
9. R. takes R. (check)	9. K. to R. second
10. R. to K. R. eighth (check)	10. K. to Kt. third
11. R. to Kt. eighth (check)	11. K. to R. second
12. R. to Kt. seventh (check)	12. K. to R. square
13. R. takes K. Kt. P. (dis. ch.)	13. K. to R. second
14. R. to Kt. seventh (check)	14. K. to R. square
15. R. takes P. (dis. check)	15. K. to Kt. square
16. R. takes Q.	16. R. takes R. (check)
17. K. to Kt. second	

and wins.

No. 73. *Page* 191.

Erratum.—The Queen at R. sixth should be a Black Queen.

White.	*Black.*
1. P. to Q. third (check)	1. R. takes B.
2. R. takes Kt. (check)	2. B. takes R.
3. Kt. to Kt. sixth (check)	3. R. takes Kt.

and White having no move, the game is drawn.

No. 74. *Page* 191.

White.	*Black.*
1. R. takes Kt.	1. K. takes R. or (A)
2. Q. takes P. (check)	2. K. takes Q.
3. P. to K. fourth, mate	
(A.)	
	1. B. moves
(If any other move, White mates with the Q. at K. fourth.)	
2. Q. takes K. P. (check)	2. K. takes R.
3. B. to K. Kt. second, mate	

No. 75. *Page* 192.

White.	*Black.*
1. R. takes B.	1. Kt. to Q. second
2. R. to Kt. sixth	2. Kt. takes R.
3. P. takes Kt.	3. Anything
4. P. mates.	

No. 76. *Page* 192.

White.	*Black.*
1. P. to Q. third (check)	1. K. to Q. fourth
2. Kt. to K. B. fifth (check)	2. R. takes Kt.
3. Kt. takes Q. B. P.	3. K. takes R., or (A) (B) (C)
4. B. mates	
(A)	
	3. R. takes K. P.
4. R. to Q. B. fourth, mate	
(B)	
	3. R. to K. B. sixth or R. to K. eighth or B. takes K. R. P.
4. R. to Q. fifth, mate	
(C)	
	3. P. to K. B. seventh or R. takes Q. Kt. P.
4. Kt. to K. sixth, mate	

RECLAMATION.

In our last Number we published a game played by *correspondence* between the Newcastle and Berwick Chess Clubs. In the 7th move of that game White played "P. to Q. Kt. fourth." This move, it seems, was suggested by Mr. Lloyd of Newcastle-on-Tyne; a fact which we omitted to mention in our notes, and for which neglect we were accused by that gentleman of "partiality," "injustice," &c. &c. We never intended to be partial or unjust, and therefore hasten to inform the public of the claims of Mr. Lloyd, which are altogether undisputed on our part. As to the soundness of the above move, the Chess-playing public must judge for themselves; the move has never been played by a strong player before in that position in any published games.

No. 81. Problem by J. A. MILES, Esq., Fakenham.

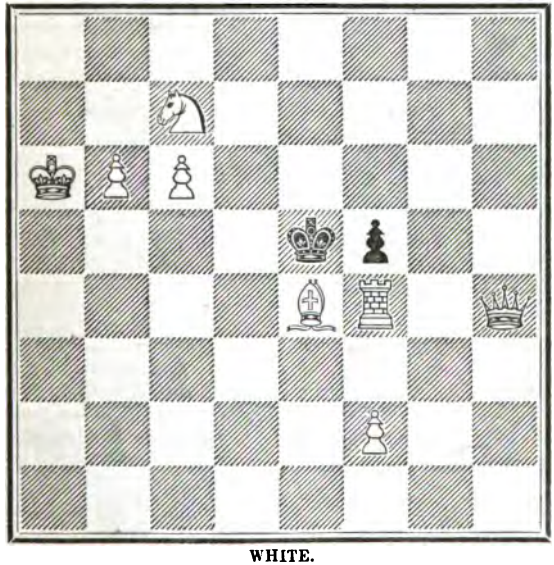
BLACK.

WHITE.

White to play, and mate in three moves.

No. 82. Problem by Mr. LATHAM.

BLACK.

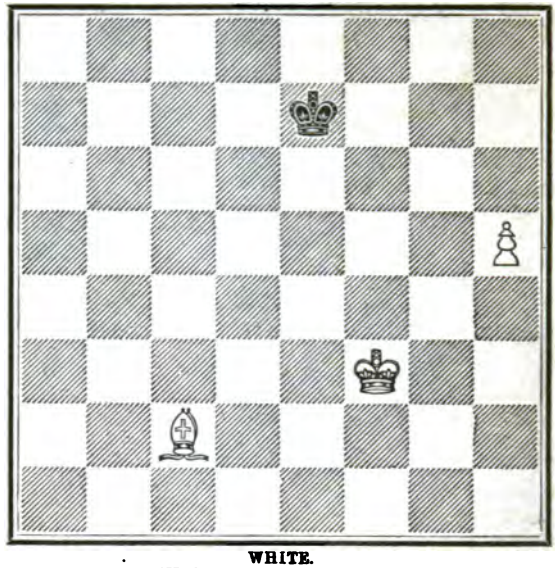


WHITE.

White to move, and mate in two moves.

No. 83. Chess Study by A. Z.

BLACK.

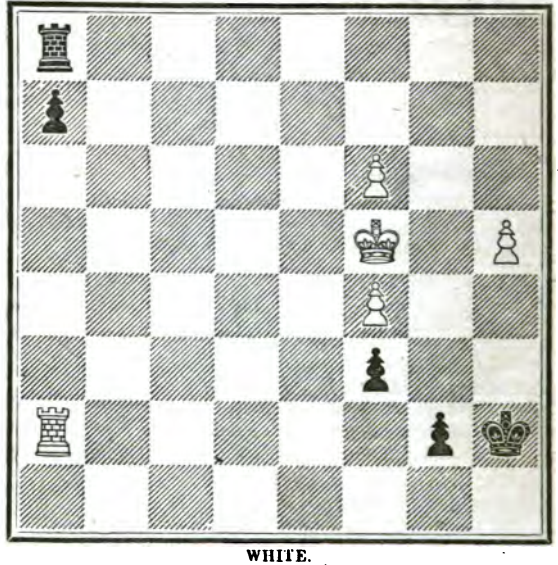


WHITE.

White to move and win.

No. 84. Chess Study by A. Z.

BLACK.



WHITE.

White with the move draws.

THE EVANS' GAMBIT.

(*Continued from page* 193.)

(*b.*)*

White.	*Black.*
11. B. to Q. Kt. fifth (check)	11. B. to Q. second

It is evident that Black cannot play "P. to Q. B. third," as it would speedily lead to the loss of the game, for White's "K. P. takes Q. P.," and Black's position becomes desperate.

12. B. takes B.	

If any other move, Black clearly gets the best of the game.

	12. Q. takes B.
13. P. to K. sixth	

This is the strongest move left for White; if "P. takes P.," which is the only other attacking move, B. P. retakes Q. P., and White cannot prevent Black from Castling, thus leaving his adversary with a better position and an additional Pawn.

	13. P. takes P.
14. P. takes P.	14. Q. takes P.

If "Kt. to K. Kt. fifth," Black answers by "Kt. takes P.," and if "B. to Q. Kt. second," "P. to K. fourth" gives Black the better game.

Black's position seems now a very dangerous one, but the danger is only in appearance, for in reality Black's position is quite safe. White has only two effectual ways of continuing the attack, "R. to K. square," and "B. to K. Kt fifth." The move of "Kt. to K. Kt. fifth" is easily parried by "Q. to her second," as it enables Black to castle in a move or two with a winning game, for it must not be forgotten that Black is two Pawns ahead. The two moves, "R. to K. square" and "B. to K. Kt.," lead finally to the same position, only the order of Black's moves in answering them is reversed, according to White's moves.

15. B. to K. Kt. fifth	15. Kt. to Q. Kt. third
16. R. to K. square	16. Q. to K. B. second

If on the 15th move, instead of playing the "B. to K. Kt. fifth," White plays at once the "R. to K. square," Black retires the "Q. to Q. second," instead of K. B. second.

17. Q. to K. second	17. Castles on K. side
18. B. takes Kt.	18. K. R. to K. square
19. Kt. to K. Kt. fifth	19. Q. takes B.

with a winning game.

It will be found on examination, that after the 14th move, Black's position is quite safe, and that all other attacks which White could

* In our last number a capital A, instead of a small *a*, was printed by mistake.

make, can be easily repelled by Black. We therefore give only the strongest attacking moves for White; young players must find by their own study the other moves of attack and defence; as it is, this analysis will be the most extensive ever published.

(*c.*)

11. P. takes P.	11. P. takes P.

If Black were to retake the P. with Q., the student will see that White would, in a few moves, get the better game.

12. B. to Q. third	

This is the only attacking move left for White; checking with the B. or the Q. would only bring Black's pieces into play, and as Black now threatens to take the B., and to castle, White has no other resource than to retire the "B. to Q. third," preparing an attack on the King's side, if Black were to castle.

	12. Castles

This may appear again very dangerous, but Black has for every move of White, a proper answer. Thus, if "Q. to Q. B. second," Black answers by "P. to K. B. fourth"; if "Kt. to K. Kt. fifth" Black plays "P. to K. R. third"; if "B. to Q. Kt. second," by "B. to K. B. fourth." The most violent, but perhaps not the soundest attack is:—

13. B. takes K. R. P.	13. K. takes B.
14. Kt. to K. Kt. fifth (check)	14. K. to Kt. square
15. Q. to K. R. fifth	15. B. to K. B. fourth
16. B. to Q. Kt. second	16. Q. B. to K. Kt. third
17. Q. to K. R. third	17. Kt. to K. B. fourth
18. Q. to Q. B. third	18. B. to Q. fifth

and wins.

(*d.*)

11. B. to Q. Kt. second	

If White plays "B. to Q. R. third," Black, by castling, gets a safe game, with a Pawn ahead. If "B. to K. Kt. fifth," Black takes White's Q. B., and on Q. checking on Q. R. fourth, Q. interposes. White "Q. takes Kt.," and Black, by castling at this stage, has the better game.

	11. Kt. takes K. B.
12. Q. to Q. R. fourth (check)	12. B. to Q. second
13. Q. takes Kt.	13. Castles
14. P. to K. sixth (best)	14. P. takes P.
15. P. takes P.	15. B. to Q. B. third
16. Q. to Q. B. third	16. Kt. to K. B. fourth
17. Q. Kt. to Q. second	

"K. R. to K. square," instead, would have been of no avail, as the Rook would have been displaced from a good square, and "Q. to K. second," in answer, would have made the move useless. "P. to K.

Kt. fourth" would not have been better, as the B. would have taken the Kt., and the Pawn could not have taken the Kt. on account of the Q. checking on K. Kt. fifth. The Queen thus being compelled to take the B., White's game would have been entirely broken up.

	17. Q. to K. second
18. Q. R. to K. square	18. B. takes Kt.
19. Kt. takes B.	19. Q. R. to K. square
20. P. to K. Kt. fourth	

If "R. to K. fourth" instead, Black answers by "P. to Q. fourth," followed by "P. to Q. fifth."

	20. Kt. to K. R. third
21. P. to K. R. third	

"P. to K. Kt. fourth" would have been useless, as the Kt. would have returned to K. B. fourth.

	21. R. to K. B. fifth

threatening to double the Rooks with considerable effect.

22. B. to Q. B. square	22. R. to K. B. third
23. P. to K. Kt. fifth	

"B. to K. Kt. fifth" would lose two pieces for one.

	23. R. to K. Kt. third
24. P. to K. R. fourth	24. Kt. to K. B. fourth

And from this point the attack is in Black's hands, who has evidently the better game, as may be seen if followed up a few more moves. He threatens to win the K. P., and to play his "Kt. to K. Kt. sixth," winning the exchange. If, instead of the last move, "P. to K. R. fourth," White had played "K. to R. square," Black would have had an equally good game by making the same move, but as the variation is rather a difficult one, we give it here.

24. K. to R. square	24. Kt. to K. B. fourth
25. Q. to Q. third	25. R. to K. B. square
26. Q. to K. fourth	26. P. to Q. B. third
27. P. to K. R. fourth	27. P. to Q. fourth
28. Q. to K. fifth	28. B. to Q. R. second
29. Q. to K. second	29. R. to K. square
30. Q. to Q. third	30. Q. to K. B. square

winning the King's Pawn.

THE SO-CALLED INNOVATION IN THE GIUOCO PIANO.

THE move in question, of which Mr. LLOYD, of Newcastle, claims the invention, and the soundness of which we took the liberty to doubt to the great disgust of its originator, has been analyzed in the *Berlin Schachzeitung*, by its able conductor, Herr MAX LANGE. In order

not to be accused of partiality, we translate the whole of Herr MAX LANGE's article, entitled, *Innovation in the Giuoco Piano.*

A game by correspondence, which, since November last, was played between the towns of Newcastle (*White*), and Berwick (*Black*), had the following regular beginning:—

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. B. third	4. Kt. to K. B. third
5. P. to Q. fourth	5. P. takes P.
6. P. to K. fifth	6. P. to Q. fourth

At this point, a member of the Newcastle Club, Mr. LLOYD, proposed to continue the attack by the till now, overlooked move—

7. P. to K. Kt. fourth

It was answered by—

	7. B. to Q. Kt. third
8. P. takes Kt.	8. P. takes B.

And White continued the game, by 9. "Q. to K. second (check)." In the English weekly paper, the *Era*, the Chess editor, Herr LÖWENTHAL, informed of this game by correspondence by Mr. SILAS ANGUS, the known problem maker, warmly recommended this innovation, and added a short analysis to it. It was rightly remarked at that point, that 9. "P. to Q. Kt. fifth" was preferable, upon which, the best move for Black would be, "Q. Kt. to Kt. square." Then it was said that—

10. Q. to K. second (check)	10. Q. B. to K. third
11. P. takes K. Kt. P.	11. K. R. to K. Kt. square
12. B. to K. Kt. fifth	12. Q. to Q. second
13. B. to K. B. sixth	

gives White a very fine game. With this latter remark, we can but agree, as at Black's 13th move, neither "P. to Q. sixth," nor "Q. P. takes P." would improve his game, but we firmly believe that Black could play better, as—

9. P. to Q. Kt. fifth	9. Kt. to Q. Kt. square
10. Q. to K. second (check)	10. B. to K. third
11. P. takes K. Kt. P.	11. R. to K. Kt. square
12. B. to K. Kt. fifth	12. Q. to Q. fifth

which last move would entirely defeat Herr LÖWENTHAL'S proposed mode of playing, for if White were to play now "B. to K. B. sixth," "P. to Q. sixth," followed, occasionally, by "Kt. to Q. second," would give the second player at once the advantage. We believe, however, that White, at his 12th move, could have perhaps played with advantage "K. Kt. takes Q. P.," and would, therefore, advise

on the 7th move for Black, instead of retiring the B., to play "Kt. to K. fifth," which, in our opinion, gives a decided advantage to the defence. The *Era*, it is true, here recommends the following continuation:—

8. P. takes B.	8. P. takes B.
9. B. P. takes Q. P.	

and thinks that White has a good game; and at first sight it may appear so to the superficial observer, on account of the united Pawns. To the skilled analyst, however, the weakness of the Q. P. will be evident, and is at once proved by Black's answer,—

9. B. to K. Kt. fifth

"P. to Q. fifth," then, would be bad, on account of Kt. taking K. P., &c. &c. If White were to play—

10. B. to Q. Kt. second	10. Q. to Q. fourth

followed by castling on Q. or K. side, would again give the advantage to Black. If White were to play 11. "P. to K. R. third," Black would play "B. to K. R. fourth." The best move seems to be—

10. B. to K. third	10. Q. to Q. fourth
11. P. to K. R. third	11. B. to K. Kt. fourth
12. P. to K. Kt. fourth	

if any other move, Black castles on Q. side.

12. B. to K. Kt. third

and Black has the better game. If White were now to play—

13. P. to K. R. fourth	13. Castles on Q. side
14. P. to K. R. fifth	14. Kt. to K. Kt. sixth
15. B. takes Kt.	15. Kt. takes Q. P.

and Black has the advantage. If White castles, which is perhaps his best move, Black, by castling on Q. side, gets a strong attacking game.

The praise which was so lavishly bestowed in the *Era* upon this innovation seems, therefore, entirely without foundation; it is also opposed to that well-known principle, which considers an early development of the side Pawns, as dangerous to the party that has the move.

In conclusion, we shall point out the variation which originates when White, after—

7. P. to Q. Kt. fourth	7. Kt. to K. fifth

continues the game with—

8. B. to Q. Kt. fifth	8. B. to Q. Kt. third

and thus brings it to an ordinary position. To take Q. P. with B. is evidently bad. In 1847, a game by correspondence, played between LÜBECK and HAMBURG, was played in the following way:—

White.	*Black.*
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third

3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. B. third	4. Kt. to K. B. third
5. P. to Q. fourth	5. P. takes P.
6. P. to K. fifth	6. P. to Q. fourth
7. B. to Q. Kt. fifth	7. Kt. to K. fourth
8. P. to Q. Kt. fourth*	8. B. to Q. Kt. third

which game was won by Black. It was continued as follows :—

9. Kt. takes Q. P.	9. B. to Q. second
10. B. takes Kt.	10. P. takes B.
11. Castles	11. Castles
12. P. to K. B. third	12. P. to Q. B. third
13. P. takes P.	13. Kt. takes P.
14. K. to R. square	14. R. to K. square, &c.

Black could also have played "P. to K. B. third," but in both cases, Black has the better game.

* We refer the reader to the volume of 1847, of the *Berlin Schachzeitung*, in which they will find the above game, which proves that the move of which Mr. Lloyd claims the invention, has not only been played before in the *Giuoco Piano*, but has also been printed and published.—*The Editor.*

BRITISH CHESS ASSOCIATION.

THE General Meeting of the Association will be held at Cambridge on the 28th, 29th, 30th, and 31st days of August. The Right Hon. the Lord LYTTELTON, *President;* The Right Hon. the Lord CREMORNE and Sir JOHN BLUNDEN, Bart., *Vice Presidents;* Rev. P. FROST, M.A., Rev. M. M. U. WILKINSON, M.A., G. D. LIVEING, Esq. M.A., B. W. HORNE, Esq. M.A., Rev. E. W. WILKINSON, M.A., O. B. CLARKE, Esq. M.A., and W. EVERETT, Esq., *Local Committee;* EDWARD WALKER, Esq., M.A., *Secretary and Treasurer.*

The proceedings will commence at Ten o'clock A.M. on the 28th of August, with a Meeting of the Subscribers, when it is hoped that the constitution of the Association may be fully discussed with a view to its improvement. Immediately on the termination of this Meeting, will commence

THE GRAND TOURNAMENT,

consisting of a series of Matches between sixteen players, and which will be decided in the following manner:—the players will be paired off by lot, and each pair will play a rubber of three games; the winners in the first series of rubbers will then be paired off by lot, and each pair will play a rubber of three games; the winners in the second series will then be paired off by lot, and each pair will play a rubber of three games. The two winners in the third series of rubbers will then play a match of five games, and will each be entitled to a prize (the value

of which will depend upon the amount of the subscriptions), the winner receiving two-thirds, and the loser one-third of the sum to be divided.

MATCHES BETWEEN CLUBS.

The Matches between Clubs will be contested by a limited number of players on each side, and will consist of games played either single-handed or in consultation; in the latter case it is recommended, for the purpose of saving time, that the allied players on each side shall not exceed two in number. The Prizes in these encounters will consist of sets of "STAUNTON" CHESS MEN, in ivory; the Association contributing, in each instance, one-half of the cost, and the contending clubs the other half, in equal proportions. Clubs intending to take a part in these Matches are requested to communicate with the Secretary at an early period.

RULES AND REGULATIONS TO BE OBSERVED BY COMPETITORS IN THE TOURNAMENT.

1. The Tournament shall be played at the Red Lion Hotel, Cambridge.

2. The names of the competitors shall be sent to the Local Committee on or before the 18th day of August next; after which period the Committee reserve to themselves the right of rejecting, if they think proper, all applications for admission. Every competitor on entering his name shall pay an entrance fee of one guinea, unless he shall have previously paid a subscription to that amount, and if more than sixteen gentlemen enter their names, the Local Committee shall select that number out of the gentlemen so entering their names to form the Tournament. Should more than the required number of names be entered, it shall be competent to the Local Committee to arrange a Supplemental Tournament, with Prizes dependent in amount on the funds at their disposal.

3. The whole of the players shall be present at the close of the Meeting of Subscribers on the 28th day of August next, when they will be paired by lot; and any player who shall not then be in attendance shall be considered to have resigned his place in the Tournament, and the Local Committee shall nominate another player in his stead.

4. The playing shall commence on the 28th of August, immediately after the termination of the Meeting of Subscribers; and on the other days of the Meeting at ten o'clock in the morning, and shall terminate each day at twelve o'clock P.M.; and any player who shall not be prepared to play within half an hour of the time fixed for the commencement of play, shall be considered to have relinquished the Rubber in which he is then engaged, in favour of his antagonist, should he choose to enforce the penalty (the latter being at his post within the specified time).

5. The Local Committee shall, from time to time, during the progress

of the Meeting, fix the period for the commencement of each fresh series of rubbers. The Committee also reserve to themselves the right of interfering, to prevent any unnecessary delay in the progress of the games.

RULES AND REGULATIONS TO BE OBSERVED BY THE PLAYERS ENGAGED IN CLUB MATCHES.

1. Each Match shall be conducted under such regulations as the Clubs engaged shall mutually agree upon.

2. The agreement under which each Match is played shall, previously to the commencement of the Match, be placed in the hands of the Secretary.

PROBLEM PRIZE.

A Prize, consisting of a set of "STAUNTON" CHESS MEN, in ivory, will be given for the best Problem submitted, subject to the following rules, viz.:

1. Each Competitor may submit six Problems.

2. No Problem shall consist of less than three, or more than five, moves.

3. Every Problem submitted shall be placed in the hands of the Secretary on or before the 21st day of August next.

4. No Problem shall compete which has been previously published, or which is not the original composition of the Competitor.

5. No problem shall compete which has any other termination than a check-mate, or which is fettered by any special condition as to the mode in which mate is to be effected.

6. The Local Committee will publish, in the Report of the Proceedings, such of the Problems submitted as they may deem deserving of publication; and no competitor shall publish any Problem, until after the publication of the Annual Report.

7. The successful Competitor shall have the option of selecting for his prize, instead of a set of Chessmen, one or more works on Chess, the value of which shall not exceed that of the Chessmen.

GENERAL RULES.

It shall be the business of the Competitors in each Game, on its conclusion, to furnish the Secretary with an exact record, in writing, of the whole of the moves played; and as every Subscriber will be entitled to a copy of the Report, it is understood that no Game shall be previously published, without the express sanction of the Committee.

The Local Committee will, before the commencement of Meeting, appoint an Umpire or Umpires, to whom, or to one of whom, all disputed questions shall be referred, and whose decision shall be final; they also reserve to themselves the power to make any additional regulations either previously to or during the continuance of the Meeting.—*From the Circular of the Committee.*

HUNGARIAN CHESS.

The arrival of Herr KOLISCH, one of the most eminent amongst the able players to whom Hungary has given birth, naturally calls attention to the merits of that great School of Chess. We have therefore selected for publication in our present number a specimen or two of the lamented Hungarian master, SZEN. His opponent in these games was his distinguished pupil, RECSI.

Evans' Gambit.

White. (Herr RECSI.)	*Black.* (Herr SZEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. B. to Q. Kt. second	9. Kt. to K. B. third
10. Q. Kt. to Q. second (*a*)	10. P. to Q. fourth (*b*)
11. P. takes P.	11. Kt. takes P. at Q. fourth
12. R. to K. square (check)	12. B. to K. third
13. B. to Q. R. third	13. Q. to Q. second
14. B. to Q. Kt. fifth	14. P. to K. B. third
15. Kt. to K. fourth	15. Castles on Q. side
16. R. to Q. B. square	16. B. to K. Kt. fifth
17. Q. to Q. R. fourth	17. B. takes Kt.
18. R. takes Kt.	18. B. takes Kt.
19. R. takes B. at K. fourth	19. Q. to K. B. fourth
20. P. to K. B. third	20. P. to Q. R. third
21. R. to Q. B. square	21. K. to Q. Kt. square
22. B. to K. eighth	22. P. to Q. B. third
23. B. to K. B. seventh	23. Kt. to Q. B. sixth (*c*)
24. R. takes Kt.	24. Q. takes R.
25. P. takes Q.	25. R. takes P.
26. B. to Q. sixth (check)	26. K. to Q. R. second (*d*)
27. Q. takes P. at Q. R. sixth (ch.)	27. P. takes Q.
28. B. to Q. B. fifth	28. B. takes B.
29. R. takes B.	29. K. to Q. Kt. third

And wins.

Notes.

(*a*) This attack, without great care and exactness on the part of the second player, very often leads to a position won by its nature.

(*b*) Unless we are mistaken, this move was recommended by an able Irish amateur, Mr. Forth of Carlow, who, unfortunately for Chess, died ere he had reached his prime. Mr. Forth was also eminent for his analysis of the end-game of Rook and Knight against Rook.

(*c*) This, if not lying very deep, is an ingenious conception.

(*d*) The proper move.

Evans' Gambit.

Between the same opponents.

White. (Herr Regsi.)	*Black.* (Herr Szen.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. P. to K. R. third	9. P. to K. R. third
10. B. to Q. R. third	10. K. Kt. to K. second
11. P. to Q. fifth	11. Kt. to Q. R. fourth
12. B. to Q. third	12. Castles
13. Kt. to Q. B. third	13. P. to K. B. third
14. K. to K. R. square	14. Kt. to K. Kt. third
15. Kt. to K. second	15. Kt. to K. fourth
16. Kt. takes Kt.	16. K. B. P. takes Kt.
17. P. to K. B. fourth	17. P. takes P.
18. Kt. takes P.	18. B. to K. sixth
19. Kt. to K. sixth	19. B. takes Kt.
20. P. takes B.	20. Q. to K. second
21. R. to K. B. fifth	21. Kt. to Q. B. third
22. Q. to K. second	22. B. to Q. fifth
23. Q. R. to K. B. square	23. B. to K. B. third
24. P. to K. fifth	24. B. takes P.
25. Q. to K. fourth	25. R. to K. B. third
26. R. takes R.	26. P. takes R.

27. B. to Q. B. square	27. Q. to K. Kt. second
28. Q. to K. R. fourth	28. Q. to K. Kt. sixth
29. Q. takes Q.	29. B. takes Q.
30. R. takes P.	30. Kt. to K. second
31. B. takes P.	31. B. to K. fourth
32. R. to K. B. seventh	32. R. to K. square
33. B. to K. Kt. fifth	33. Kt. to Q. fourth
34. B. to K. R. seventh (check)	34. K. to K. R. square
35. B. to K. B. fifth	35. B. to K. Kt. second
36. P. to K. R. fourth	36. K. to K. Kt. square
37. P. to K. R. fifth	37. B. to K. B. square
38. B. to K. R. seventh (check)	38. K. to K. R. square
39. B. to K. Kt. sixth	39. B. to K. second
40. B. to Q. B. square	40. B. to K. B. third
41. P. to K. R. sixth	41. P. to Q. B. fourth
42. P. to K. Kt. fourth	42. P. to Q. B. fifth
43. P. to K. Kt. fifth	43. B. to K. fourth
44. B. to K. B. fifth	44. Kt. to K. second
45. B. to Q. Kt. square	45. P. to Q. Kt. fourth
46. P. to K. Kt. sixth	46. Kt. takes P.
47. B. takes Kt.	47. P. to Q. fourth
48. P. to K. seventh	

And wins.

The following two games were played by Correspondence between the WORKING MAN'S INSTITUTE CHESS CLUB (Worcester) and the ST. JAMES'S CLUB (Bristol), 1860.

GAME I.

(*King's Bishop's Opening.*)

White. (WORCESTER.)	*Black.* (BRISTOL.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. K. B. to Q. B. fourth
3. K. Kt. to B. third	3. P. to Q. third
4. P. to Q. fourth	4. P. takes P.
5. K. Kt. takes P.	5. K. Kt. to B. third
6. K. Kt. to B. third	6. Kt. takes K. P.
7. K. B. takes B. P. (check)	7. K. takes B.

8. Q. to Q. fifth (check)	8. K. to B. third
9. Q. takes Kt.	9. R. to K. square
10. B. to K. Kt. fifth (check)	10. K. to B. second
11. Kt. to K. fifth (check)	11. R. takes Kt.
12. Q. takes R.	12. Q. to Q. second
13. Q. to K. B. fourth (check)	13. K. to Kt. square
14. Castles	14. P. to Q. Kt. third
15. R. to K. square	15. Kt. to Q. B. third
16. P. to Q. R. third	16. B. to Q. R. third
17. B. to K. R. fourth	17. P. to Q. fourth
18. Q. Kt. to B. third	18. B. to Q. third
19. Q. to K. Kt. fifth	19. P. to Q. fifth
20. Q. Kt. to Q. fifth	20. Q. R. to K. B. square
21. R. to K. fourth	21. R. to K. B. fourth
22. Q. to K. Kt. fourth	22. B. takes R. P. (check)
23. K. takes B.	23. Q. takes Kt.
24. R. to K. eighth (check)	24. K. to B. second
25. Q. R. to K. square	25. Q. to Q. third (check)
26. K. to Kt. square	26. P. to K. Kt. third
27. B. to K. seventh	27. Q. to Q. second
28. R. to K. B. eighth (check)	28. K. to Kt. second
29. R. takes R.	29. Q. takes R.
30. Q. takes Q.	30. P. takes Q.
31. B. to K. Kt. fifth	31. K. to B. second
32. B. to K. B. fourth	32. B. to Q. B. fifth
33. B. takes Q. B. P.	33. B. to K. third
34. P. to Q. Kt. fourth	34. P. to Q. Kt. fourth
35. P. to K. B. fourth	35. K. to K. second
36. B. to K. fifth	36. Kt. takes B.
37. R. takes Kt.	37. P. to Q. R. third
38. P. to K. Kt. fourth	38. K. to K. B. third
39. P. to K. Kt. fifth (check)	39. K. to K. second
40. K. to K. B. second	

And Black resigned.

GAME II.

Between the same Opponents.

White. (BRISTOL.)	*Black.* (WORCESTER.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. Kt. to Q. B. third	3. Kt. to K. B. third
4. Kt. to K. B. third	4. P. to Q. B. fourth
5. P. to K. third	5. Kt. to Q. B. third
6. P. to Q. R. third	6. P. to Q. R. third
7. P. to Q. Kt. third	7. B. to Q. third
8. B. to Q. Kt. second	8. P. to Q. Kt. third
9. B. to Q. third	9. Castles
10. Kt. to K. second	10. Kt. to K. fifth
11. Kt. to Kt. third	11. P. to K. B. fourth
12. Kt. to K. fifth	12. Q. Kt. takes Kt.
13. P. takes Kt.	13. B. to Q. B. second
14. P. to Q. Kt. fourth	14. B. to Q. Kt. second
15. P. takes Q. P.	15. P. takes P.
16. P. to K. B. third	16. Kt. takes Kt.
17. P. takes Kt.	17. Q. to K. Kt. fourth
18. K. to B. second	18. Q. R. to Q. square
19. P. to K. B. fourth	19. Q. to Kt. third
20. R. to K. R. fifth	20. P. to R. third
21. Q. to K. B. third	21. P. to Q. fifth
22. Q. takes B.	22. P. takes P. (check)
23. K. takes P.	23. Q. takes R.
24. Q. takes B.	24. Q. to R. seventh
25. Q. to Q. Kt. seventh	25. Q. takes P. (check)
26. Q. to K. B. third	26. Q. to Kt. third
27. P. to K. Kt. fourth	27. Q. takes P.
28. Q. takes Q.	28. P. takes Q.
29. P. takes Q. B. P.	29. P. takes P.
30. B. takes Q. R. P.	30. K. to B. second
31. P. to B. fifth	31. K. to Kt. square
32. B. to Q. B. fourth (check)	32. K. to R. square
33. R. to K. B. square	33. R. to Q. Kt. square
34. B. to Q. B. third	34. R. to Kt. third
35. P. to K. sixth	35. P. to R. fourth
36. P. to K. seventh	36. R. to Q. R. square
37. B. to K. B. seventh	37. Q. R. to Kt. square
38. P. to K. B. sixth	38. P. takes P.
39. R. takes P.	

And Black resigns.

Interesting game between Herr HORWITZ and an AMATEUR.

Evans' Gambit.

White. (AMATEUR.)	*Black.* (Herr HORWITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. K. B. takes Q. Kt. P.
5. P. to Q. B. third	5. K. B. to Q. R. fourth
6. Q. to Q. Kt. third	6. Q. to K. B. third
7. Castles	7. K. Kt. to K. second
8. P. to Q. fourth	8. P takes P.
9. P. to K. fifth	9. Q. to K. Kt. third
10. P. takes P.	10. K. B. to Q. Kt. third
11. K. Kt. to K. Kt. fifth	11. Castles
12. K. B. to Q. third	12. Q. Kt. takes Q. P.
13. K. B. takes Q.	13. Kt. takes Q.
14. K. B. takes K. R. P. (check)	14. K. to R. square
15. P. takes Kt.	15. B. to Q. fifth
16. R. to Q. R. fourth	16. P. to Q. B. fourth
17. R. takes B.	17. P. takes R.
18. Q. B. to Q. R. third	18. R. to K. square
19. K. B. to K. fourth	19. K. to Kt. square
20. P. to K. B. fourth	20. P. to K. B. third
21. P. takes P.	21. P. takes P.
22. B. takes Kt.	22. R. takes B.
23. B. to Q. fifth (check)	23. K. to Kt. second
24. Kt. to K. B. third	24. P. to Q. sixth
25. K. Kt. to Q. fourth	25. P. to Q. third
26. P. to K. B. sixth	26. R. to K. fourth
27. B. to Q. B. fourth	27. B. to Q. second
28. Q. Kt. to Q. second	28. R. to K. sixth
29. R. to K. B. third	29. R. checks
30. K. to B. second	30. Q. R. to K. square
31. R. to K. Kt. third (check)	31. K. to R. second
32. Kt. to K. sixth	32. B. takes Kt.
33. B. takes B.	33. R. to K. seventh (check)
34. K. to B. square	34. R. takes Kt.
35. R. to K. R. third (check)	35. K. to Kt. second
36. R. to K. Kt. third (check)	36. K. to R. third
37. R. to K. Kt. sixth (check)	37. K. to R. second
38. R. takes K. B. P.	38. R. takes K. Kt. P.
39. K. takes R.	39. P. to Q. seventh
40. B. to K. Kt. eighth (check)	40. R. takes B. (check)

And White resigned.

No. 85. Chess Study by Herr HORWITZ.

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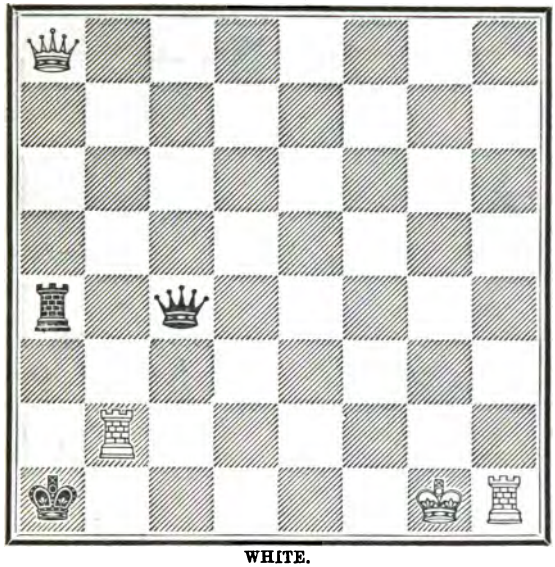

WHITE.

White to move and win.

No. 86. Chess Study by Herr HORWITZ.

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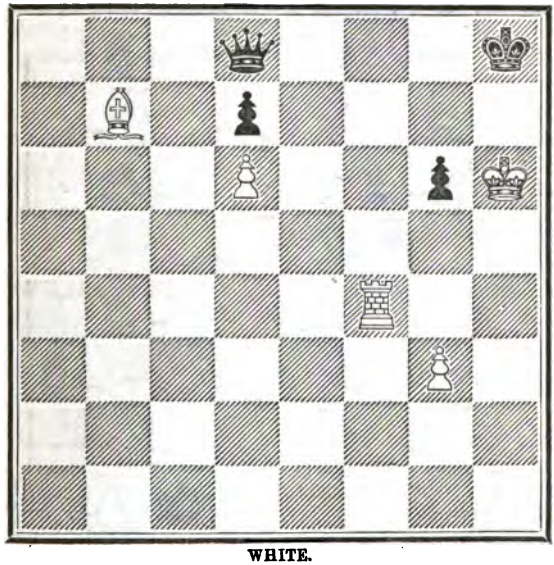

WHITE.

White moves and wins.

No. 87. Problem by J. A. MILES, Esq., Fakenham.

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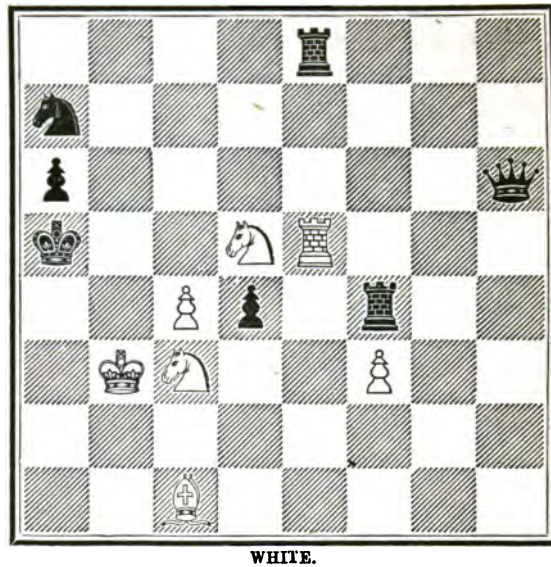
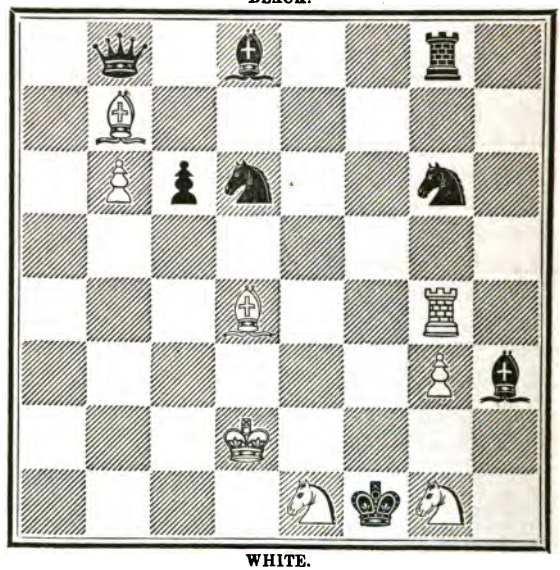


WHITE.

White to play, and mate in three moves.

No. 88. Problem by S. A. HARRISON, Esq., Camberwell.

BLACK.



WHITE.

White to play, and mate in four moves.

Games played by Messrs. ROBEY and CAMPBELL.

GAME I.

(Petroff's Defence.)

White. (Mr. ROBEY.)	*Black.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Kt. takes P.	3. Kt. takes P.
4. P. to Q. third	4. Kt. to K. B. third
5. Q. B. to K. Kt. fifth	5. P. to Q. third
6. Kt. to K. B. third	6. K. B. to K. second
7. K. B. to K. second	7. Castles
8. Castles	8. Q. Kt. to B. third
9. Q. Kt. to B. third	9. P. to Q. fourth
10. P. to Q. fourth	10. Kt. to K. fifth
11. B. takes B.	11. Kt. takes B.
12. B. to K. third	12. Kt. takes Q. Kt.
13. P. takes Kt.	13. B. to K. B. fourth
14. Kt. to K. Kt. fifth	14. P. to K. R. third
15. Kt. to K. R. third	15. Q. to Q. second
16. Kt. to K. B. fourth	16. P. to K. Kt. fourth
17. Kt. to K. R. fifth	17. P. to K. B. third
18. B. takes B.	18. Q. takes B.
19. P. to K. Kt. fourth	19. Q. to Q. second
20. P. to K. B. fourth	20. Kt. to K. Kt. third
21. P. takes Kt. P.	21. B. P. takes P.
22. Kt. to K. B. sixth (check)	22. R. takes Kt.
23. R. takes R.	23. Kt. to K. B. fifth
24. Q. to K. B. third	24. K. to Kt. second
25. R. to K. B. fifth	25. Q. R. to K. square
26. Q. R. to K. B. square	26. R. to K. fifth
27. P. to K. R. fourth	27. K. to Kt. third
28. P. takes P.	28. R. P. takes P.
29. Q. to K. R. square	29. Q. to Q. Kt. fourth
30. K. R. takes Kt.	30. P. takes R.
31. Q. to K. R. fifth (check)	31. K. to Kt. second
32. Q. to K. Kt. fifth (check)	32. K. to R. second
33. R. takes P.	33. R. takes R.

34. Q. takes R.	34. Q. to Q. Kt. eighth (check)
35. K. to Kt. second	35. Q. takes B. P. (check)
36. K. to R. square	36. Q. to Q. Kt. eighth (check)
37. K. to Kt. second	37. Q. takes Q. R. P.
38. K. to Kt. third	38. Q. to Q. R. fourth

And White drew by perpetual check.

Game II.

Between the same opponents.

Evans' Gambit.

White. (Mr. Robey.)	*Black.* (Mr. Campbell.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Q. Kt. third
9. Q. Kt. to B. third	9. B. to K. Kt. fifth
10. Q. to Q. R. fourth	10. B. to Q. second
11. B. to Q. Kt. fifth	11. P. to Q. R. third
12. B. takes Kt.	12. B. takes B.
13. Q. to Q. Kt. third	13. Kt. to K. second
14. Q. Kt. to Q. fifth	14. B. takes Kt.
15. P. takes B.	15. Castles
16. B. to K. Kt. fifth	16. P. to K. B. third
17. Q. to K. third	17. Q. to Q. second
18. K. R. to K. square	18. Kt. takes Q. P.
19. Q. to Q. Kt. third	19. Q. to K. B. second
20. B. to Q. second	20. P. to Q. B. third
21. P. to K. Kt. fourth	21. Q. R. to K. square
22. Kt. to K. R. fourth	22. R. takes R. (check)
23. R. takes R.	23. Q. to Q. second
24. Kt. to K. B. fifth	24. P. to K. Kt. third
25. Kt. to K. R. sixth (check)	25. K. to Kt. second
26. Q. to K. Kt. third	26. R. to K. square

27. R. takes R.	27. Q. takes R.
28. Q. to Q. Kt. third	28. Q. to Q. B. square
29. Q. to K. Kt. third	29. B. takes P.
30. Q. takes P.	30. B. to K. fourth
31. Q. to Q. R. third	31. Q. to K. square
32. Q. to Q. Kt. third	32. B. to K. B. fifth
33. B. takes B.	33. Kt. takes B.
34. Q. to Q. Kt. fourth	34. Q. to K. fourth
35. P. to K. R. fourth	35. P. to Q. B. fourth
36. Q. takes Kt. P. (check)	36. K. takes Kt.
37. Q. to Q. R. eighth	37. Q. to K. eighth (check)
38. K. to R. second	38. Q. takes P. (check)
39. K. to R. square	39. Q. takes K. R. P. (check)

And White resigned.

GAME III.

Between the same opponents.

(*Ruy Lopez Opening.*)

White. (Mr. CAMPBELL.)	*Black.* (Mr. ROBEY.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Q. Kt. to B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to Q. R. fourth	4. P. to Q. Kt. fourth
5. B. to Q. Kt. third	5. B. to Q. B. fourth
6. P. to Q. B. third	6. K. Kt. to B. third
7. Castles	7. P. to Q. third
8. P. to Q. R. fourth	8. B. to K. Kt. fifth
9. R. to K. square	9. Castles
10. P. to Q. third	10. P. to K. R. third
11. B. to K. third	11. K. to K. R. square
12. Q. Kt. to Q. second	12. Q. Kt. to K. second
13. P. to K. R. third	13. B. takes Kt.
14. Q. takes B.	14. Kt. to K. Kt. third
15. R. P. takes P.	15. R. P. takes P.
16. R. takes R.	16. Q. takes R.
17. B. takes R. P.	17. K. Kt. to R. second
18. B. to K. third	18. Q. to Q. R. second

19. Q. to K. R. fifth	19. Kt. to K. B. fifth
20. B. takes Kt.	20. B. takes K. B. P. (check)
21. K. to R. square	21. P. to K. Kt. third
22. Q. to K. R. sixth	22. B. takes R.
23. B. to K. Kt. fifth	23. B. to K. Kt. sixth

And White mated in two moves.

The following lively little game was recently played at the PHILIDORIAN CHESS ROOMS between Herr FALKBEER and an AMATEUR, the former giving the odds of the Queen's Knight.

(*Remove White's Queen's Knight.*)

White. (Herr FALKBEER.)	*Black.* (Mr. SIMPSON.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth
5. Kt. to K. fifth	5. P. to K. R. fourth
6. B. to Q. B. fourth	6. R. to R. second (*a*)
7. P. to Q. fourth	7. B. to K. second (*b*)
8. Q. B. takes P.	8. B. takes R. P. (check)
9. P. to K. Kt. third	9. B. to K. B. third
10. Kt. takes K. B. P.	10. R. takes Kt.
11. B. takes R. (check)	11. K. takes B.
12. R. takes P.	12. P. to Q. third
13. Q. to Q. third	13. Kt. to Q. B. third
14. P. to Q. B. third	14. B. to K. Kt. second
15. Castles	15. Kt. to K. B. third
16. B. to K. Kt. fifth	16. Q. to K. square
17. R. to K. B. square	17. K. to K. Kt. third
18. P. to K. fifth (dis. check)	18. K. takes R.
19. B. to Q. second (*c*)	19. Kt. to Q. fifth
20. Q. takes Kt.	

And White mates in two more moves.

Note.

(*a*) "Kt. to K. R. third" is stronger.
(*b*) Again "P. to Q. third" would have been better.
(*c*) This is a most remarkable position. Black, though three pieces ahead, cannot prevent checkmate.

Game between Messrs. TOMLINSON and ZIEPEL.

White. (Mr. TOMLINSON.)	*Black.* (Herr ZIEPEL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to Q. B. third	2. B. to Q. B. fourth
3. B. to Q. B. fourth	3. P. to Q. B. third
4. Kt. to K. B. third	4. Q. to K. second
5. Castles	5. P. to Q. third
6. P. to Q. fourth	6. P. takes P.
7. Kt. takes P.	7. Q. B. to K. third
8. B. takes B.	8. P. takes B.
9. Q. B. to K. third	9. Q. Kt. to Q. second
10. Q. to K. Kt. fourth	10. Q. Kt. to K. B. square
11. P. to K. B. fourth	11. Castles
12. Q. to K. B. third	12. Q. Kt. to Q. second
13. Q. Kt. to Q. R. fourth	13. K. Kt. to K. B. third
14. P. to Q. B. third	14. K. R. to K. B. square
15. P. to Q. Kt. fourth	15. B. to Kt. third
16. Kt. takes B.	16. Kt. takes Kt.
17. P. to Q. R. fourth	17. P. to Q. fourth
18. P. takes P.	18. K. Kt. takes P.
19. Kt. to K. second	19. Q. Kt. to Q. B. fifth
20. B. to Q. B.	20. P. to K. Kt. fourth
21. Q. to K. fourth	21. Q. Kt. to Q. third
22. Q. to Q. fourth	22. K. to Q. Kt. square
23. P. takes P.	23. R. takes R.
24. K. takes R.	24. P. to K. fourth
25. Q. to K. Kt. fourth	25. Q. Kt. to K. B. fourth
26. K. to K. Kt.	26. Q. to K. B. second
27. P. to K. R. fourth	27. K. Kt. to K. second
28. B. to Q. R. third	28. Q. to Q. Kt. sixth
29. Q. to K. fourth	29. Q. to K. third
30. P. to Q. Kt. fifth	30. Q. to Q. fourth
31. Q. takes Q.	31. R. takes Q.
32. B. takes Kt.	32. Kt. takes B.
33. P. takes P.	33. Kt. takes P.
34. R. to K. B. square	34. R. to Q. second
35. R. to K. B. sixth	35. K. to Q. B. second
36. P. to K. Kt. sixth	36. P. takes P.

37. R. takes P.	37. R. to K. R. second
38. R. to K. Kt. fourth	38. K. to Q. third
39. Kt. to K. Kt. third	39. K. to K. second
40. Kt. to K. fourth	40. P. to Q. R. third
41. P. to K. Kt. third	41. Kt. to Q. square
42. K. to Kt. second	42. Kt. to K. B. second
43. K. to R. third	43. Kt. to R. third
44. R. to Kt. sixth	44. Kt. to B. second
45. P. to Kt. fourth	45. Kt. to Q. square
46. P. to Kt. fifth	46. Kt. to K. third
47. K. to Kt. fourth	47. P. to Q. Kt. fourth
48. P. to Q. R. fifth	

And Black resigned.

A Game played in the London Chess Club, July 11, 1857.

White. (Mr. BRIEN.)	*Black.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. K. Kt. to K. B. third
5. P. to Q. third	5. P. to Q. third
6. Q. B. to K. Kt. fifth	6. Q. to K. second
7. Q. Kt. to Q. second	7. Q. B. to K. third
8. Q. to Q. Kt. third	8. K. B. to Q. Kt. third
9. Q. Kt. to K. B. square	9. Q. Kt. to Q. R. fourth
10. Q. to Q. R. fourth (check)	10. Q. B. to Q. second
11. Q. to Q. B. second	11. Kt. takes B. (*a*)
12. P. takes Kt.	12. P. to K. R. third
13. B. takes Kt.	13. Q. takes B.
14. Q. Kt. to K. Kt. third	14. Q. B. to K. Kt. fifth
15. Q. to Q. third	15. B. takes Kt.
16. P. takes B.	16. Q. to K. Kt. fourth
17. P. to Q. Kt. fourth	17. P. to K. R. fourth (*b*)
18. P. to Q. B. fifth	18. P. takes P.
19. P. takes P.	19. Q. R. to Q. square
20. Q. to K. second	20. B. to Q. R. fourth (*c*)
21. Q. to Q. Kt. fifth (check)	21. P. to Q. B. third

22. Q. takes B.	22. Q. to her seventh (check)
23. K. to K. B. square	23. P. to K. R. fifth (*d*)
24. Kt. to K. second	24. Q. to Q. B. seventh (*e*)
25. Q. to Q. B. seventh (*f*)	25. K. R. to K. fourth
26. Q. takes Q. Kt. P.	26. Q. R. to Q. eighth (check)
27. Q R. takes R.	27. Q. takes R. (check)
28. K. to K. Kt. second	28. R. to K. Kt. fourth (check) (*g*)
29. Kt. to K. Kt. third	29. P. to K. R. sixth (check)
30. K. takes P.	30. Q. takes P.
31. Q. gives perpetual check.	

Drawn game.

Notes.

(*a*) The second player obtains thus slightly the best game.

(*b*) The sacrifice of the Bishop is very well conceived, and the attack gained thereby is almost a compensation.

(*c*) This is the best square on which he can lose his Bishop.

(*d*) If "Q. to her sixth (check)," the first player would of course have avoided the following beautiful variation:—

	23. Q. to her sixth (check)
24. K. to his Kt. second (bad)	24. P. to K. R. fifth
25. K. R. to Q. square	25. P. to K. R. sixth (check)
26. K. to his Kt. square	26. Q. takes R. (check)
27. R. takes Q.	27. R. takes R. (check)
28. K. Kt. to K. B. square	28. K. R. to his third, wins.

(*e*) An excellent move, threatening to win a piece, &c.

(*f*) The most attacking reply, with proper play.

(*g*) The game is drawn. This is the finest manner of bringing it to a termination.

Games between Messrs. FALKBEER and BRIEN.

(*King's Gambit.*)

Black. (Herr FALKBEER.)	*White.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to K. B. third	3. P. to K. Kt. fourth
4. Q. Kt. to Q. B. third	4. P. to Q. B. third (*a*)
5. P. to K. R. fourth	5. P. to K. Kt. fifth
6. Kt. to K. fifth	6. P. to Q. third
7. Kt. takes Kt. P.	7. B. to K. second
8. P. to Q. fourth	8. B. takes P. (check)
9. Kt. to K. B. second	9. B. to K. Kt. sixth

10. Q. to K. B. third	10. Q. to K. B. third (*b*)
11. Q. Kt. to K. second	11. B. takes Kt. (check)
12. Q. takes B.	12. K. Kt. to K. second
13. B. takes P.	13. K. Kt. to K. Kt. third
14. K. R. to K. R. sixth	14. B. to K. Kt. fifth
15. P. to K. Kt. third	15. B. takes Kt.
16. B. takes B.	16. Kt. to Q. second
17. Q. to K. third	17. Kt. takes B.
18. Q. takes Kt.	18. Q. takes Q. P. (*c*)
19. Q. R. to Q. square	19. Q. takes Q. Kt. P.
20. Q. takes Q. P.	20. Q. R. to Q. square
21. R. to K. sixth	21. P. takes R.
22. B. mates	

Notes.

(*a*) This is not a safe move.
(*b*) "Q. to K. Kt. fourth" is stronger.
(*c*) "Q. takes Q." is better, but Black's centre Pawns would be very powerful even in that case.

Game between Messrs. FALKBEER and BRIEN, Oct. 14, 1856.

White. (Herr FALKBEER.)	*Black.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to K. B. third	3. P. to K. Kt. fourth
4. K. B. to Q. B. fourth	4. K. B. to K. Kt. second
5. P. to Q. fourth	5. P. to Q. third
6. P. to K. R. fourth	6. P. to K. R. third
7. P. to Q. B. third	7. Q. Kt. to Q. B. third
8. P. takes P.	8. P. takes P.
9. R. takes R.	9. B. takes R.
10. Q. to K. second	10. K. Kt. to K. R. third (*a*)
11. P. to K. Kt. third (*b*)	11. Q. B. to K. Kt. fifth (*c*)
12. P. takes P.	12. Q. to K. B. third (*d*)
13. P. takes P. (*e*)	13. Q. takes Kt.
14. P. takes Kt. (*f*)	14. Q. to K. R. eighth (check)
15. Q. to K. B. square	15. Q. takes K. P. (check)
16. K. to Q. second	16. Q. to K. Kt. third
17. Q. to K. B. fourth	17. B. to K. B. third

18. Q. to K. third (check)	18. K. to K. B. square
19. B. to Q. third	19. B. to K. B. fourth
20. K. to Q. B. second	20. B. takes P.
21. P. to K. R. seventh	21. K. to K. Kt. second
22. Q. to K. R. sixth (check)	22. Q. takes Q.
23. B. takes Q. (check)	23. K. takes P.
24. B. takes B. (check)	24. K. takes B.
25. Kt. to Q. second	25. B. to K. fourth
26. Kt. to K. fourth	26. R. to K. Kt. square
27. R. to K. R. square (check)	27. K. to K. Kt. second
28. B. to Q. seventh	28. K. to K. B. square
29. B. takes Kt.	29. P. takes B.

And wins.

Notes.

(*a*) In his fifty-fifth game with De la Bourdonnais, M'Donnell here played "Q. to K. second."
(*b*) Taking advantage of the last move.
(*c*) If "P. to K. Kt. third," then "Q. to K. R. second."
(*d*) "K. B. takes P.," and "Q. B. takes Kt." would be equally objectionable.
(*e*) "P. to K. fifth" would be good play.
(*f*) "Q. takes Q." would be stronger.

Closing Game of a Match played between Mr. E. WERNER, of Bradford, and Mr. W. PARRATT, of Huddersfield. This Match has been in progress for some time past (at Bradford and Huddersfield alternately), and has resulted in favor of Mr. WERNER, he having won seven games and Mr. PARRATT five, with two draws.

Black. (Mr. PARRATT.)	*White.* (Mr. WERNER.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. B. to Q. B. fourth
3. P. to Q. Kt. fourth	3. B. takes P.
4. P. to Q. B. third	4. B. to Q. R. fourth
5. K. Kt. to B. third	5. P. to Q. third
6. Q. to Kt. third	6. Q. to K. B. third
7. P. to Q. fourth	7. B. to Kt. third
8. Castles	8. P. to K. R. third
9. P. to Q. R. fourth	9. P. to Q. R. fourth
10. Q. B. to R. third	10. Kt. to K. second
11. P. takes P.	11. P. takes P.

12. K. to R. square	12. Q. Kt. to Q. second
13. Q. Kt. to Q. second	13. K. B. to Q. B. fourth
14. B. to Kt. second	14. Castles
15. Q. to B. second	15. P. to Q. Kt. third
16. K. B. to Q. third	16. B. to R. third
17. B. takes B.	17. R. takes B.
18. Q. to Q. third	18. Kt. to Kt. square
19. P. to Q. B. fourth	19. Q. Kt. to B. third
20. Kt. to Kt. third	20. Q. to Q. third
21. Q. to K. second	21. Kt. to Q. fifth
22. K. Kt. takes Kt.	22. B. takes Kt.
23. Kt. takes B.	23. P. takes Kt.
24. P. to K. fifth	24. Q. to Q. second
25. P. to K. B. fourth	25. Q. R. to R. square
26. Q. to K. fourth	26. P. to Q. B. fourth
27. P. to K. B. fifth	27. K. R. to K. square
28. P. to K. B. sixth	28. Q. to Q. B. third
29. Q. to K. Kt. fourth	29. Kt. to K. Kt. third
30. R. to B. fifth	30. P. to K. R. fourth
31. Q. takes P.	31. Q. to K. fifth
32. Q. R. to K. B. square	32. R. takes P.
33. R. takes R.	33. Q. takes R.
34. Q. to K. B. third	34. R. to K. square
35. P. takes P.	35. Q. to K. third
36. Q. to K. Kt. third	36. Q. takes P.
37. R. to K. Kt. square	37. Q. to K. third
38. B. to B. square	38. K. takes P.
39. R. to K. B. square	39. Q. to K. seventh
40. R. to K. Kt. square	40. Q. to K. fourth
41. Q. to K. B. third	41. P. to Q. B. fifth
42. R. to K. B. square	42. R. to K. second
43. Q. to K. R. third	43. Q. to K. third
44. Q. to K. R. sixth (check)	44. K. to Kt. square
45. B. to K. Kt. fifth	45. Q. to K. seventh
46. K. to Kt. square	46. R. to K. third
47. Q. to K. R. third	47. Q. to K. fifth
48. Q. to K. Kt. third	48. Q. to Q. fourth
49. P. to K. R. fourth	49. P. to Q. sixth

50. P. to K. R. fifth	50. P. to Q. seventh
51. P. takes Kt.	51. R. takes P.
52. Q. to K. third	52. R. takes B.
53. Q. to K. second	53. P. to B. sixth

And Black resigned.

Game played at the odds of the exchange.

(*Remove Black's Q. R. and White's Q. Kt.*)

Black. (Mr. PINDAR.)	*White.* (Herr RICHTER.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to Q. fourth	2. P. takes P.
3. Q. takes P.	3. P. to Q. third
4. Kt. to Q. B. third	4. P. to Q. B. third
5. Q. B. to K. third	5. P. to K. R. third
6. P. to K. B. fourth	6. Q. B. to K. third
7. P. to K. B. fifth	7. Q. B. to Q. B. square
8. K. B. to Q. B. fourth	8. K. Kt. to K. B. third
9. K. Kt. to K. B. third	9. P. to Q. B. fourth
10. Q. to Q. second	10. Q. B. to Q. second
11. P. to K. R. third	11. Q. to Q. B. second
12. Castles	12. Castles on Q.'s side
13. K. B. takes K. B. P.	13. Q. B. takes K. B. P.
14. Q. Kt. to Q. fifth	14. Q. takes B.
15. Kt. takes Kt.	15. P. takes Kt.
16. K. P. takes B.	16. Q. takes Q. R. P.
17. P. to Q. Kt. third	17. Q. to Q. R. third
18. Q. to Q. B. third	18. B. to K. second
19. R. to Q. R. square	19. Q. to Q. B. third
20. R. takes Q. R. P.	20. K. to Q. second
21. Q. to Q. R. fifth.	21. Q. R. to K. Kt. square
22. K. to K. B. second	22. B. to Q. square
23. Q. to Q. R. square	23. B. to Q. Kt. third
24. R. to Q. R. fourth	24. P. to Q. fourth
25. R. to K. R. fourth	25. B. to Q. B. second
26. R. takes K. R. P.	26. B. to K. Kt. sixth (check)
27. K. to K. second	27. R. takes R.
28. B. takes R.	28. Q. to Q. Kt. fourth (check)

29. K. to Q. second	29. Q. to Q. Kt. fifth (check)
30. Q. to Q. B. third	30. B. to K. B. fifth (check)
31. B. takes B.	31. Q. takes B. (check)
32. Q. to K. third	32. R. takes K. Kt. P. (check)
33. K. to Q. third	33. P. to Q. B. fifth (check)
34. P. takes P.	34. Q. takes P. (check)

And mates.

Game between an AMATEUR of the Birmingham Club and Herr KLING.

(*Ruy Lopez Knight's Game.*)

White. (Herr KLING.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to Q. R. fourth	4. Kt. to K. B. third
5. Castles	5. P. to Q. Kt. fourth
6. B. to Kt. third	6. B. to Q. B. fourth
7. P. to Q. B. third	7. P. to Q. third
8. P. to Q. fourth	8. B. to Kt. third
9. B. to Q. B. second	9. Castles
10. P. to K. R. third	10. P. to K. R. third
11. P. to Q. R. fourth	11. B. to Q. Kt. second
12. P. to Q. fifth	12. Kt. to K. second
13. Q. to K. second	13. Q. to Q. second
14. B. to K. third	14. B. takes B.
15. Q. takes B.	15. P. to Q. B. third
16. R. P. takes P.	16. P. takes Q. P.
17. P. takes R. P.	17. R. takes P.
18. R. takes R.	18. B. takes R.
19. R. to Q. square	19. P. takes K. P.
20. Kt. takes K. P.	20. Q. to Q. Kt. fourth
21. Kt. to Kt. fourth	21. Kt. takes Kt.
22. P. takes Kt.	22. P. to Q. fourth
23. P. to Q. Kt. fourth	23. Q. to K. seventh
24. R. to Q. second	24. Q. takes K. Kt. P.
25. P. to K. B. third	25. Q. to Kt. sixth

26. Q. to Q. R. seventh	26. Q. to K. eighth (check)
27. K. to R. second	27. Q. to R. fifth (check)
28. K. to Kt. square	28. Q. to K. eighth (check)

And the game was drawn.

SOLUTIONS TO PROBLEMS.

No. 77. *Page* 199.

White.	*Black.*
1. R. to K. R. fourth	1. B. takes R. (A.)
2. Q. to Q. sixth	2. P. to Q. B. third, or *
3. Q. to K. B. eighth (check)	3. R. takes Q.
4. Kt. to Q. sixth, mate	
	* 2. Kt. takes P.
3. Q. takes Kt. (check)	3. K. to Q. square
4. Q. to Q. B. eighth, mate	
(A)	
	1. B. to K. B. square
2. Q. to K. seventh (check)	2. B. takes Q.
3. R. takes R. (check)	3. B. covers
4. R. takes B., mate	

No. 78. *Page* 199.

White.	*Black.*
1. K. takes Kt. P.	1. P. queens, or (A)
2. R. takes R. P. (check)	2. K. moves
3. K. to B. seventh	3. Any move
4. Kt. mates	
(A)	
	1. P. becomes a Kt. or (B)
2. Kt. to B. sixth (check)	2. K. moves
3. K. to Kt. sixth	3. Anything
4. R. mates	
(B)	
	1. K. to B. fifth

(If 1. "K. takes R.," White mates with the Kt.; and if 1. "K. R. P. moves," White mates as at first.)

2. R. takes P. (check)	2. K. moves
3. K. to B. seventh	3. Anything
4. Kt. mates	

No. 79. *Page* 200.

White.	*Black.*
1. Q. to Q. B. fifth	1. K. takes Kt. (A)
2. Kt. to Q. B. third	2. K. to K. third (best)
3. B. to K. Kt. fourth (check)	3. Q. interposes
4. Q. takes Q., mate	

(A)

	1. Any move
2. Kt. to Q. fourth (check)	2. R. takes Kt.
3. Kt. takes R. (check)	3. Q. takes Kt.
4. B. mates	

No. 80. *Page* 200.

White.	*Black.*
1. P. to Q. B. fourth (check)	1. K. to K. third (best)
2. R. to Q. fourth (check)	2. P. takes R.
3. Kt. to K. B. fourth (check)	3. R. takes Kt.
4. K. to Q. B. sixth	4. B. takes P. (or anything)
5. Kt. to Q. B. seventh, mate	

No. 81. *Page* 223.

White.	*Black.*
1. Kt. to K. sixth (check)	1. K. to K. B. fourth (A)
2. Q. takes Q. P.	2. B. or P. takes Q.
3. P. to K. Kt. fourth, mate	
	If 2. K. takes Kt.
3. Q. to Q. seventh, mate	If 2. R. takes P. (check)
3. Q. takes R. mate	If 2. R. takes Kt. P.
3. Q. takes K. P., mate	If 2. B. to Q. fourth
3. Q. takes B., mate	

(A)

	1. B. takes Kt.
2. Q. to Q. Kt. eighth (check), and P. mates	

No. 82. *Page* 223.

White.	*Black.*
1. K. to Kt. sixth	1. K. to Q. fifth
2. Q. mates	

No. 83. *Page* 224.

White.	*Black.*
1. P. to K. R. sixth	1. K. to K. B. third
2. K. to K. B. fourth	2. K. to K. B. second
3. B. to K. R. seventh	

and wins.

No. 84. *Page* 224.

The Rook, by keeping on the Rook's file, draws.

NORWICH CHESS CLUB.—A *one-game "Handicap Tournament"* (open to Norwich amateurs only), is in contemplation. The combatants to be divided into *four* classes, with *graduating scale of odds*, according to the skill of each player. The play to take place at Sutton's Hotel, Exchange Street, Norwich, at an early date, of which due notice will be given. A nominal entrance-fee, of 1*s.* 6*d.* only, will be charged. Early application should be made to Mr. Rainger, who will give all information respecting the same. *Two* prizes will be contended for.—(*Norfolk News.*)

No. 89. Problem by F. HEALEY, Esq.

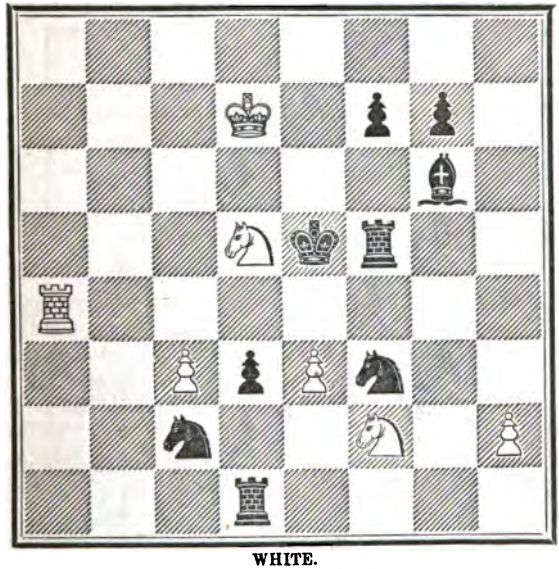
BLACK.

WHITE.

White to move, and mate in two moves.

No. 90. Problem by Herr BECK.

BLACK.



WHITE.

White to play, and mate in three moves.

No. 91. Problem by P. T. D., Newcastle-on-Tyne.

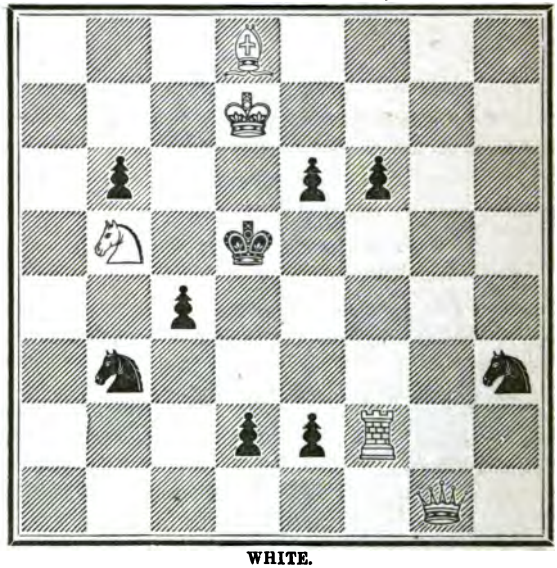
BLACK.

WHITE.

White to move, and mate in four moves.

No. 92. Problem by W. T. PIERCE, Esq.

BLACK.



WHITE.

White to move, and mate in four moves.

THE EVANS' GAMBIT.

(*Continued from page* 227.)

HAVING shown, as we believe, under head A, to the satisfaction of our readers, that the different ways of attack resulting from White's tenth move, "P. to K. fifth," in what we have called MACDONNELL'S attack, can always be successfully met by the second player, we shall now analyze another way of continuing the attack on the tenth move, under the head B.

B.

White.	*Black.*
10. B. to Q. Kt. second	10. Kt. to K. B. third
11. P. to K. fifth	

This is evidently the most attacking move, for, Black having now as many pieces in play as White, must, finally, with his Pawn ahead, obtain the better game, unless the first player can prevent him from Castling, which is the only advantage which he can yet hope for. To check with the Q. would be losing a move, for Black would interpose the B. To check with the B. would have the same effect, for the second player would push the Q. B. P. upon the B. If "Kt. to Q. fourth," Black, by taking the B., would gain time to Castle, and remain with the advantage of a P. "B. to K. Kt. fifth" would also be answered by "Kt. takes B."

	11. P. takes P.
12. B. to Q. R. third	

To prevent his opponent Castling. Taking the K. P. with B. or Kt. is clearly bad, as, in either case the second player would remain with at least a Pawn ahead; he would be enabled to Castle with advantage and have as good a position as his opponent.

	12. Kt. takes B.
13. Q. to Q. R. fourth (check)	13. Q. to Q. second
14. Q. takes Kt.	14. Q. takes P.
15. Q. takes Q.	

If the Q. retire instead, White would remain with three Pawns minus, and could not prevent Black from Castling in a move or two.

	15. Kt. takes Q.

and Black has, again, by far the better game. We may here as well

observe that, should White, on the 12th move, play "Kt. to Q. B. third" instead of "B. to Q. R. third," Black obtains at once the advantage, by playing "Kt. takes B." Thus, if—

12. Kt. to Q. B. third	12. Kt. takes B.
13. Q. to Q. R. fourth (check	13. Kt. to Q. second
14. Q. takes Q. Kt.	14. Castles

and Black remains with two Pawns ahead.

With this we will conclude the analysis of the attack under the head B. ("B. to Q. Kt. second"), and proceed to head C.

C.

10. B. to Q. R. third	10. Kt. to K. second

"Kt. to K. B. third," instead, would now, we believe, be fatal for Black, for it would enable White to play "P. to K. fifth," with great effect.

11. P. to K. fifth	

It was in vain we looked for a stronger attack at this point; if there be one, however, which we have overlooked, it will be, no doubt, reproduced somewhere in the course of our analysis, and we shall then mention it.

	11. Castles
12. B. to Q. third	12. P. to K. R. third
13. Kt. to Q. B. third*	13. B. to K. Kt. fifth
14. K. P. takes Q. P.	14. P. takes P.
15. Kt. to K. fourth	15. B. to Q. fifth
16. R. to Kt. square	16. B. takes Kt.
17. Q. takes B.	17. B. to K. fourth
18. Kt. to K. Kt. third	18. P. to Q. Kt. third
19. B. to Q. B. square	19. Q. to Q. B. square
20. Q. to K. R. fourth	20. P. to K. B. fourth

and Black still keeps his P. with an equal position; the sacrifice of the Q. B. would not lead to any advantage.

D.

10. R. to K. square	10. Kt. to K. second
11. P. to K. fifth	11. Kt. takes B.
12. Q. to Q. R. fourth (check)	

* If "Kt. to Q. second," then "B. to K. B. fourth."

Should P. take P., then P. retakes, and the position will be about the same as in the preceding variation—

	12. B. to Q. second
13. Q. takes Kt.	13. Castles
14. P. takes P.	14. P. takes P.

(The following position would occur, were White to play "P. to K. sixth"—

14. P. to K. sixth	14. P. takes P.
15. P. takes P.	15. B. to Q. B. third
16. Kt. to Q. second	

The K. Kt. cannot move away for Black would lose a clear Rook.

	16. Q. to Q. square
17. Q. to K. R. fourth	17. Q. to K. Kt. third

and White's position is far inferior to Black's.)

15. Kt. to Q. B. third |

If "K. Kt. to K. Kt. fifth," then Black answers with "P. to K. R. third"; and on "Kt. to K. fourth," "B. to K. B. fourth"; if then, "Kt. takes Q. P.," "Q. takes Kt."; and to White's playing "B. to Q. R. third," Black answers by "Q. takes P." winning two pieces for the R.

	15. B. to K. B. fourth
16. B. to K. Kt. fifth	16. P. to K. B. third
17. B. to K. B. fourth	17. Q. R. to Q. B. square
18. Q. to K. second	18. Kt. to K. Kt. third
19. B. to Q. second	19. B. to K. Kt. fifth

and Black has evidently the better game.

Had White played on the 15th move, "B. to K. Kt. fifth," Black would have answered by "P. to K. B. third"; and on White retiring the "B. to K. B. fourth," Black would have played "B. to Q. B. fourth."

E.

10. Kt. to K. Kt. fifth	10. Kt. to K. B. third
11. B. to Q. Kt. second	11. Kt. takes B.
12. Q. to Q. R. fourth (check)	12. B. to Q. second
13. Q. takes Kt.	13. Castles
14. P. to K. fourth	14. P. takes P.
15. B. takes P.	15. P. to K. R. third

16. Kt. to K. fourth	16. Kt. takes Kt.
17. Q. takes Kt.	17. Q. to K. Kt. fourth
18. Kt. to Q. Kt. third	18. B. to K. B. fourth

and Black retains the advantage. If, on the 11th move, instead of "B. to Q. Kt. second," White play—

11. P. to K. fifth	11. P. takes P.
12. B. to Q. R. third	12. Kt. takes B.
13. Q. to Q. R. fourth (check)	13. Q. to Q. second
14. Q. takes Kt.	14. Q. takes Q. P.
15. Q. to Q. B. second	

If White were to play "Q. to Q. Kt. fourth," threatening mate, Black, by playing "P. to Q. B. fourth," is enabled to castle, the move would, therefore, be bad. The White Q. has not much choice, as Black threatens to win the exchange, by playing "B. to Q. fifth."

	15. B. to K. Kt. fifth
16. Kt. to Q. Kt. third	

"R. to K. square" would have allowed Black to castle at once.

	16. Q. to Q. B. fifth
17. P. to K. R. third	

To be enabled, by driving the B. from the line, to bring the R. on Q. square, and to prevent Black from castling, which White could not have prevented with the Q., as Black would have opposed the Q., and thus been permitted to castle at once.

	17. B. to K. R. fourth
18. K. R. to K. square	18. Castles on Q. side
19. Q. to K. B. fifth (check)	

It is evident that White could not take the K. P. without losing a piece or the exchange.

	19. K. to Q. Kt. square
20. Q. R. to Q. B. square	20. B. to K. Kt. third
21. Q. to K. B. third	21. R. to Q. seventh
22. Q. Kt. to K. fourth	22. R. to Q. B. seventh
23. R. takes R.	23. Q. takes R.
24. Kt. takes Kt.	24. P. takes Kt.
25. Q. takes P.	25. R. to K. square

Black remaining with two Pawns ahead.

Game lately played at the Cigar Divan, Strand, between Herr FALKBEER and Mr. MORRISKI, the former giving the odds of the Queen's Rook.

(*Remove White's Queen's Rook.*)
(*Muzio Gambit.*)

White. (Herr FALKBEER.)	*Black.* (Mr. MORRISKI.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. P. to K. fifth	7. Q. takes K. P.
8. P. to Q. third	8. K. B. to K. R. third
9. Q. B. to Q. second	9. Q. to K. Kt. second (*a*)
10. K. R. to K. square (check)	10. Kt. to K. second
11. Kt. to Q. B. third	11. Kt. to Q. B. third
12. Kt. to Q. fifth	12. K. to Q. square (*b*)
13. Q. B. to Q. B. third	13. P. to K. B. third (*c*)
14. B. takes K. B. P.	14. Q. to K. B. square
15. Q. to K. second	15. B. to K. Kt. second
16. B. to K. R. fourth	16. B. to Q. fourth (check)
17. K. to R. square	17. B. to Q. B. fourth
18. P. to Q. Kt. fourth	18. B. to Q. third
19. P. to Q. Kt. fifth	19. Kt. to Q. fourth
20. Kt. takes Kt.	20. Kt. takes Q. (*d*)
21. Kt. to Q. B. third (dis. check)	21. K. to K. square
22. R. takes Kt. (check)	22. B. to K. second
23. Kt. takes B.	23. P. to K. B. sixth
24. Kt. to Q. fifth (dis. check)	24. P. takes R.
25. Kt. takes Q. B. P.	

And mates.

Notes.

(*a*) "Kt. to K. second" is the customary move.
(*b*) Seemingly the best move.
(*c*) Though a useless sacrifice, yet obviously made with the intention of freeing his pieces.
(*d*) There was no better move on the board.

Another Game played between Herr FALKBEER and an Amateur, the former giving the odds of the Queen's Rook.

(*Remove White's Queen's Rook.*)

(*Evans' Gambit.*)

White. (Herr FALKBEER.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Q. Kt. third
9. Kt. to Q. B. third	9. Kt. to K. B. third
10. P. to K. fifth	10. P. to Q. fourth
11. P. takes Kt.	11. P. takes B.
12. R. to K. square (check)	12. K. to B. square
13. B. to Q. R. third (check)	13. K. to Kt. square
14. P. to Q. fifth	14. Kt. to R. fourth
15. B. to K. seventh	15. Q. to Q. second
16. K. Kt. to K. fifth	16. Q. to K. B. fourth
17. Q. Kt. to K. fourth	17. Q. takes K. Kt.
18. P. takes P.	18. Q. takes B.
19. Q. to Q. R. square	

And wins.

Game played between Mr. BIRD and Mr. SANDERS, the former giving the odds of the Knight.

(*Remove the Queen's Knight.*)

White. (Mr. BIRD.)	*Black.* (Mr. SANDERS.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. P. to Q. B. third	3. B. to K. Kt. fifth
4. B. to Q. B. fourth	4. B. takes Kt.
5. Q. takes B.	5. Q. to K. B. third
6. Q. to Q. square	6. Kt. to Q. second
7. Castles	7. Kt. to Q. Kt. third

8. B. to Q. Kt. third	8. Castles
9. P. to Q. R. fourth	9. Kt. to K. second
10. P. to K. B. fourth	10. P. takes P.
11. P. to Q. fourth	11. Kt. to K. Kt. third
12. Q. B. takes P.	12. Kt. takes B.
13. Q. to K. Kt. fourth (check)	13. Kt. to Q. second
14. R. takes Kt.	14. Q. to K. Kt. third
15. Q. to K. R. third	15. P. to K. B. third
16. B. to K. sixth	16. Q. to K. square
17. P. to Q. R. fifth	17. P. to K. Kt. fourth
18. R. to K. B. second	18. Q. to K. second
19. P. to Q. Kt. fourth	19. B. to K. Kt. second
20. P. to Q. R. sixth	20. P. to Q. Kt. third
21. Q. to K. B. fifth	21. P. to Q. B. third
22. Q. to K. R. third	22. P. to K. R. fourth
23. B. to K. B. fifth	23. K. to K. B. second
24. Q. to Q. third	24. Kt. to Q. Kt. square
25. P. to Q. B. fourth	25. K. R. to K. B. square
26. R. to Q. B. second	26. Kt. to Q. second
27. Q. R. to Q. B. square	27. Q. R. to Q. B. square
28. P. to Q. B. fifth	28. P. to Q. Kt. fourth
29. Q. to Q. R. third	29. P. to K. R. fifth
30. Q. to Q. R. fifth (check)	30. K. to Kt. square
31. P. to Q. fifth	31. Q. P. takes B. P.
32. Q. P. takes B. P.	32. R. takes P.
33. Q. takes Kt. P. (check)	33. R. to Q. Kt. third
34. Q. takes Kt.	34. Q. takes Q.
35. B. takes Q.	35. R. to Q. square
36. P. takes B. P.	36. R. takes Q. R. P.
37. R. to Q. Kt. square (check)	37. K. to B. second
38. P. to Q. B. sixth	38. R. to Q. Kt. third
39. R. takes R.	39. P. takes R.
40. R. to Q. R. second	40. K. to Kt. square
41. R. to K. R. sixth	41. K. to B. second
42. R. to Q. R. seventh (check)	42. K. to Q. third
43. P. to Q. B. seventh	

And wins.

Game between Herr BECK and Mr. BRIEN, the latter giving the odds of Pawn and two moves.

(*Remove Black's K. B. P.*)

White. (Mr. BECK.)	*Black.* (Mr. BRIEN.
1. P. to K. fourth	
2. P. to Q. fourth	2. P. to K. third
3. B. to Q. third	3. P. to Q. B. fourth
4. P. to K. fifth	4. Q. checks
5. B. to Q. second	5. Q. to Q. B. second (*a*)
6. Q. to K. R. fifth (check)	6. K. to Q. square
7. Kt. to Q. B. third	7. P. to Q. B. fifth
8. Q. to K. B. seventh	8. Kt. to K. second
9. B. takes K. R. P.	9. Q. Kt. to Q. B. third
10. Kt. to K. B. third	10. Kt. takes Q. P. (*b*)
11. Kt. takes Kt.	11. Q. takes P. (check)
12. K. Kt. to K. second	12. P. to Q. fourth (*c*)
13. B. to K. Kt. sixth	13. B. to Q. second
14. Castles Q. R. (*d*)	14. P. to Q. Kt. fourth
15. B. to K. B. fourth (*e*)	15. Q. to K. B. third
16. Q. takes Q.	16. P. takes Q.
17. B. to K. B. seventh	17. P. to Q. Kt. fifth
18. Kt. takes P.	18. Kt. takes Kt.
19. R. takes Kt.	19. P. takes R.
20. B. takes P.	20. R. to Q. B. square
21. R. to Q. square	21. K. to K. square
22. Kt. to Q. fourth	22. B. to K. R. third
23. B. takes B.	23. R. takes B.
24. P. to K. R. third	24. R. to Q. B. fourth
25. R. checks	25. K. to Q. square
26. Kt. to K. sixth (check)	26. B. takes Kt.
27. B. takes B.	27. P. to Q. R. fourth (*f*)
28. R. to K. fourth	28. P. to Q. B. sixth
29. P. to K. B. fourth	29. P. takes P. (check)
30. K. takes P.	30. R. to K. Kt. third
31. P. to K. Kt. fourth	31. R. to K. R. third
32. R. to K. third	32. K. to Q. B. second (*g*)
33. B. to K. B. fifth	33. R. to Q. B. sixth (*h*)
34. B. to Q. third	34. K. to Q. third

35. P. to K. Kt. fifth	35. P. takes P.
36. P. takes P.	36. R. to K. R. square
37. P. to K. Kt. sixth	37. R. to K. Kt. square
38. R. to K. Kt. third	38. R. to Q. B. second
39. P. to K. R. fourth	39. R. to K. R. square
40. P. to K. R. fifth	40. R. to K. Kt. second
41. R. to K. Kt. fifth	41. P. to Q. R. fifth
42. B. to Q. Kt. fifth	42. P. to Q. Kt. sixth
43. Q. B. P. takes P.	43. P. takes P.
44. K. takes P.	

And eventually wins.

Notes.

(*a*) "Q. to Q. Kt. third" is sounder.

(*b*) Too perilous in a serious game. White, however, in any case would have maintained a fine position.

(*c*) Threatening to play "Q. to K. B. third."

(*d*) This can scarcely be White's best mode of continuing the attack. "P. to K. B. fourth" would have been good play.

(*e*) Although White wins the game, it may be questioned whether the combination in the text is a safe one.

(*f*) It would also have been good to bring the King's Rook into immediate co-operation with the rest of the forces.

(*g*) Clearly Black had intended to play, at this point, "R. to Q. B. sixth," but abandoned for some reason his intention. He might, however, have persevered in his course; for

	32. R. to Q. B. sixth
33. R. takes R.	33. P. takes R. (check)
34. K. takes P.	34. R. takes P. (check)
35. K. moves	35. K. to K. second

and we suspect that Black has the better game. In his analysis, Black examined the more complicated variations springing from 35. "R. to K. B. sixth," and overlooked the simple but efficient attack of the Bishop with his King.

(*h*) This move is not nearly so good at the present juncture, as White has time to bring his Bishop to the rescue.

Game between Messrs. J. PIERCE and W. T. PIERCE.

(*King's Gambit.*)

White. (Mr. J. PIERCE.)	*Black.* (Mr. W. T. PIERCE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. B. to K. Kt. second
5. P. to Q. fourth	5. P. to Q. third

6. P. to K. R. third	6. Kt. to Q. B. third
7. P. to Q. B. third	7. Kt. to Q. R. fourth
8. B. to Q. third	8. P. to K. R. third
9. P. to Q. Kt. fourth	9. Kt. to Q. B. third
10. B. to Q. Kt. second	10. B. to Q. second
11. Q. to Q. Kt. third	11. P. to Q. R. third
12. P. to Q. R. fourth	12. Q. to K. second
13. Q. Kt. to Q. second	13. Kt. to K. B. third
14. Castles (Q. R.)	14. Kt. to K. R. fourth
15. K. R. to K. square	15. P. to K. B. third
16. P. to Q. B. fourth	16. P. to Q. R. fourth
17. B. to Q. R. third	17. P. takes P.
18. B. takes P.	18. Kt. takes B.
19. Q. takes Kt.	19. R. takes Q. R. P.
20. Q. takes Q. Kt. P.	20. Castles
21. Kt. to Q. Kt. third	21. Kt. to K. Kt. sixth
22. K. to Q. second	22. R. to Q. R. seventh (check)
23. B. to Q. B. second	23. P. to Q. B. third
24. K. to Q. B. third	24. K. R. to Q. R. square
25. K. Kt. to Q. second	25. P. to Q. B. fourth
26. K. Kt. to K. B. third	26. P. takes P. (check)
27. K. Kt. takes P.	27. K. R. to Q. R. sixth
28. Q. to Q. fifth (check)	28. K. to R. square
29. Kt. to K. B. fifth	29. Q. to K. fourth (check)
30. Q. takes Q.	30. K. B. P. takes Q.
31. Kt. takes Kt.	31. P. takes Kt.
32. R. takes Q. P.	32. B. to Q. R. fifth
33. R. to Q. Kt. sixth	33. B. to K. B. square
34. R. to Q. square	34. B. to Q. B. fourth
35. R. to Q. eighth (check)	35. K. to K. Kt. second
36. R. to Q. Kt. seventh (check)	36. K. to K. B. third
37. R. to K. R. eighth	37. P. to K. Kt. fifth
38. P. to K. R. fourth	38. K. to K. Kt. third
39. R. to K. Kt. eighth (check)	39. K. to K. R. fourth
40. B. to Q. square	40. B. to Q. fifth (check)
41. K. to Q. Kt. fourth	41. B. takes Kt.
42. B. takes B.	42. R. takes B. (check)
43. K. takes R.	43. R. to Q. Kt. seventh (check)

And White resigned.

Game lately played between Herr HARRWITZ and Mr. MONGREDIEN.

(*Evans' Gambit.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. MONGREDIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Kt. to Q. B. third (*a*)	9. K. Kt. to B. third (*b*)
10. P. to K. fifth	10. P. takes P.
11. B. to Q. R. third	11. B. to K. Kt. fifth (*c*)
12. Q. to Q. Kt. third	12. Q. to Q. second
13. Kt. takes P.	13. Kt. takes Kt.
14. P. takes Kt.	14. Kt. to K. R. fourth
15. P. to K. R. third	15. B. to K. third
16. Q. R. to Q. square	16. B. takes B.
17. Q. takes B.	17. Q. to K. third
18. Q. to Q. R. fourth (check)	18. Q. to Q. B. third
19. Q. to K. Kt. fourth	19. P. to K. Kt. third
20. Kt. to K. fourth	20. Q. to K. third
21. Q. takes Kt.	21. P. takes Q.
22. Kt. to K. B. sixth (check)	22. Q. takes Kt.
23. P. takes Q.	23. P. to Q. B. fourth
24. K. R. to K. square (check)	24. K. to K. B. square
25. Q. R. to Q. seventh	25. P. to K. R. third
26. K. R. to K. seventh	26. R. to K. R. second
27. R. takes Q. Kt. P.	27. Q. R. to Q. square
28. K. R. to K. fifth	28. R. to K. square
29. B. takes P. (check)	29. B. takes B.
30. R. takes B.	30. P. to K. R. fifth
31. R. takes R. P.	31. R. to K. third
32. R. to Q. R. eighth (check)	32. R. to K. square
33. K. R. to B. eighth	

And mates next move.

Notes.

(*a*) This move constitutes Mr. Fraser's attack. (*See* CHESS PLAYER'S CHRONICLE, *May*, 1860.)

(*b*) The proper move would have been "B. to K. Kt. fifth"; the move in the text gives White an overwhelming attack.

(*c*) This move comes now too late.

Games played at the PHILIDORIAN, between Mr. ROBEY and Herr HARRWITZ, the latter giving the odds of Pawn and two moves.

GAME I.

(*Remove Black's K. B. Pawn.*)

White. (Mr. ROBEY.)	*Black.* (Herr HARRWITZ.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to Q. third
3. B. to Q. third	3. Q. Kt. to K. B. third
4. P. to K. fifth	4. P. to K. Kt. third
5. P. to Q. B. third	5. Kt. to K. R. third
6. P. to K. B. fourth	6. P. to Q. fourth
7. P. to K. R. third	7. Kt. to K. B. fourth
8. P. to K. Kt. fourth	8. Kt. to K. Kt. sixth
9. Q. to Q. B. second	9. K. B. to Kt. second
10. R. to K. R. second	10. P. to K. third
11. R. to K. Kt. second	11. Kt. to K. fifth
12. B. takes Kt.	12. P. takes B.
13. Q. takes P.	13. Q. to K. R. fifth (check)
14. K. to Q. square	14. B. to Q. second
15. B. to K. third	15. Castles on Q. side
16. R. to Q. B. second	16. K. R. to K. B. square
17. Q. Kt. to Q. second	17. K. to Q. Kt. square
18. Q. Kt. to K. B. third	18. Q. to K. second
19. P. to Q. Kt. fourth	19. Q. to K. square
20. P. to Q. R. fourth	20. Kt. to K. second
21. K. to K. square	21. B. to Q. B. third (*a*)
22. Q. to Q. third	22. P. to Q. R. third
23. P. to Q. Kt. fifth	23. P. takes P.
24. P. takes P.	24. B. takes P.
25. K. R. to Q. R. second	25. P. to Q. B. third
26. P. to Q. B. fourth	26. B. to Q. R. third

27. R. takes B.	27. P. takes R.
28. Q. to Q. Kt. third (check)	28. K. to B. second
29. R. takes P.	29. Kt. to Q. B. square
30. Q. P. to Q. fifth	30. K. P. takes P.

And White mated in seven moves.

Note.

(*a*) Having already a very cramped game, we should have preferred taking the R. P., forcing White, either to give up the exchange, or keeping his Rooks out of Black's game.

Game II.

Between the same opponents.

(*Remove Black's K. B. Pawn.*)

White. (Mr. Robey.)	*Black.* (Herr Harrwitz.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to Q. third
3. K. B. to Q. third	3. Q. Kt. to B. third
4. P. to Q. B. third	4. P. to K. fourth
5. Q. B. to K. third	5. Kt. to K. B. third
6. P. to K. B. fourth	6. Kt. to K. Kt. fifth
7. B. to Q. second	7. P. takes Q. P.
8. Kt. to K. B. third	8. P. takes B. P.
9. Q. Kt. takes P.	9. K. B. to K. second
10. B. to Q. B. fourth	10. Kt. to Q. R. fourth
11. Q. to Q. R. fourth (check)	11. P. to Q. B. third
12. K. B. to K. second	12. B. to K. third
13. Kt. to Q. fifth	13. P. to Q. Kt. fourth
14. K. B. takes Kt. P.	14. P. takes B.
15. Q. takes P. (check)	15. B. to Q. second
16. Q. takes Kt.	16. Q. takes Q.
17. B. takes Q.	17. R. to Q. B. square
18. Castles	18. R. to Q. B. fifth
19. Q. R. to K. square	19. B. to Q. B. third
20. P. to Q. Kt. third	20. R. to Q. B. seventh
21. Kt. to Q. fourth	21. R. to Q. B. fourth
22. B. to Q. Kt. fourth	22. B. takes Kt.
23. P. takes B.	23. R. takes Q. P.

24. Kt. to Q. B. sixth	24. K. to Q. second
25. Kt. takes B.	25. R. to Q. Kt. fourth
26. B. to Q. B. third	26. K. R. to K. square
27. P. to Q. R. fourth	27. R. to K. R. fourth
28. P. to K. R. third	28. Kt. to K. B. third
29. B. takes Kt.	29. P. takes B.
30. P. to K. Kt. fourth	30. R. takes K. R. P.
31. Kt. to Q. fifth	31. R. takes R.
32. R. takes R.	32. R. takes P.
33. Kt. takes B. P. (check)	33. K. to B. third
34. R. to K. fourth	34. P. to K. R. third
35. R. to Q. B. fourth (check)	35. K. to Kt. second
36. K. to Kt. second	36. P. to Q. R. fourth
37. Kt. to Q. fifth	37. R. to Q. sixth
38. P. to K. B. fifth	38. P. to K. R. fourth
39. Kt. to K. B. fourth	39. R. to Q. seventh (check)
40. K. to Kt. third	40. P. takes P.
41. P. to K. B. sixth	41. P. to Q. fourth
42. R. to Q. B. square	

And Black resigned.

A lively skirmish between Herr HARRWITZ and Mr. LA ROCHE.

(*Sicilian Opening.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. LA ROCHE.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. P. to K. fourth
5. Kt. to K. B. third	5. Kt. to K. B. third
6. B. to Q. B. fourth	6. B. to Q. B. fourth
7. Castles	7. Castles
8. Kt. to Q. B. third	8. P. to Q. third
9. B. to K. Kt. fifth	9. B. to K. Kt. fifth
10. Kt. to Q. fifth	10. Kt. to Q. fifth
11. B. to K. second	11. B. takes Kt.
12. B. takes B.	12. Kt. to K. third
13. B. takes Kt.	13. P. takes B.
14. B. to K. Kt. fourth	14. R. to K. square
15. B. to K. B. fifth	15. Kt. to Q. B. second
16. Q. to K. R. fifth	16. Kt. takes Kt.
17. Q. to K. R. sixth	

And wins.

No. 93. Problem by W. T. PIERCE, Esq.

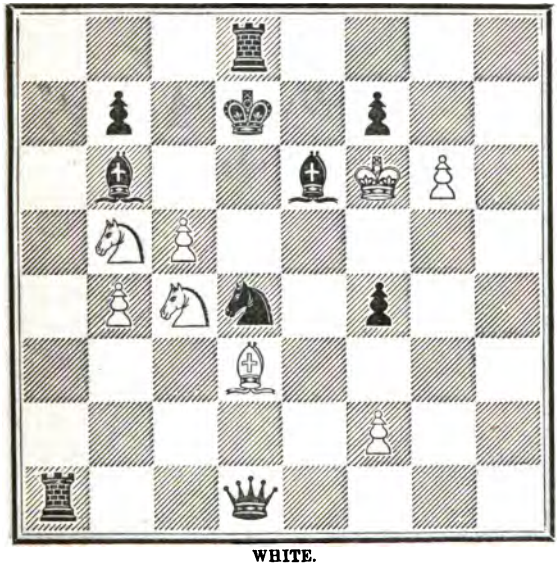
BLACK.

WHITE.

White to move, and mate in two moves.

No. 94. Problem by Herr BECK.

BLACK.



WHITE.

White to move, and mate in four moves.

No. 95. Problem by M. GROSDEMANGE.

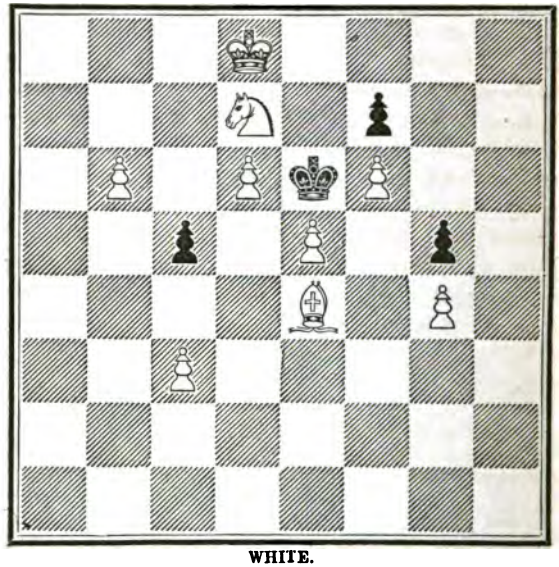
BLACK.

WHITE.

White to play, and mate in four moves.

No. 96. Problem by S. A. HARRISON, Esq., Camberwell.

BLACK.



WHITE.

White to move, and mate in five moves.

Game between the late WISBECH and SAINT IVES CHESS CLUBS.

White. (WISBECH.)	*Black.* (SAINT IVES.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third (*a*)
3. P. to K. third	3. K. Kt. to B. third
4. Q. Kt. to B. third	4. P. to Q. B. fourth
5. K. Kt. to B. third	5. K. B. to K. second
6. K. B. to K. second	6. Q. Kt. to B. third
7. Castles	7. Castles (*b*)
8. P. to Q. Kt. third (*c*)	8. K. Kt. to K. fifth (*d*)
9. Kt. takes Kt.	9. P. takes Kt.
10. Kt. to K. fifth	10. K. B. to Q. third
11. Q. B. to Q. Kt. second (*e*)	11. Q. to Q. B. second
12. P. to K. B. fourth	12. Kt. to K. second
13. Q. to Q. B. second	13. P. to K. B. fourth (*f*)
14. Q. P. takes P.	14. B. takes P.
15. Q. to Q. B. third	15. Kt. to K. Kt. third (*g*)
16 Kt. takes Kt.	16. P. takes Kt.
17. P. to Q. Kt. fourth	17. B. takes Q. Kt. P. (*h*).
18. Q. takes B.	18. R. to B. second
19. Q. R. to Q. square	19. P. to Q. R. third (*i*)
20. Q. B. to K. fifth (*k*)	20. Q. to K. second
21. Q. R. to Q. sixth (*l*)	21. K. to K. R. second
22. K. R. to Q. square	22. R. to B. square
23. Q. to K. square	23. P. to Q. Kt. fourth
24. Q. to K. Kt. third	24. Q. R. to Q. R. second
25. P. to Q. B. fifth	25. K. to Kt. square
26. P. to Q. B. sixth	26. Q. to K. square
27. Q. to Kt. fifth	27. Q. R. to K. B. second
28. Q. takes P. at K. Kt. sixth	28. Q. to K. second
29. K. B. to K. R. fifth	29. Q. to K. R. fifth (*m*)
30. R. to Q. eighth	30. Q. to K. second (*n*)
31. Q. takes R. (check)	

And Black resigned.

Notes.

(*a*) Better than taking the offered Pawn.
(*b*) Up to this point the opening is well played and perfectly equal.
(*c*) To make an outlet for the Q. B., and support the Q. B. P.

(*d*) Premature; objectionable also, as it separated Black's Pawns.
(*e*) Better have played "P. to K. B. fourth" at this point.
(*f*) Should rather have played it one square at first, compelling Kt. to retreat to his fourth, and then have advanced it again upon the Kt., forcing him once more to retreat, and at the same time supporting the attacked Pawn; thus clearly gaining a move.
(*g*) Bad, losing a piece.
(*h*) If the B. had retreated, it would have been equally lost.
(*i*) A useless move.
(*k*) This move greatly improved White's game, and no less embarrassed Black.
(*l*) White has now a splendid position, and decidedly a winning one.
(*m*) A forlorn hope—threatening mate if the White King's square should be left unguarded.
(*n*) If Black had taken R. with R. they would have been mated in two moves, and if with the Queen, in three.

The following two games were played in the Match between Messrs. BARNES and CAMPBELL.

GAME I.

(*Ruy Lopez.*)

White. (Mr. BARNES.)	*Black.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. Kt. fifth	3. B. to K. B. fourth (*a*)
4. P. to Q. B. third	4. Kt. to K. second
5. Castles	5. K. Kt. to K. Kt. third
6. P. to Q. fourth	6. P. takes P.
7. P. takes P.	7. B. to Q. Kt. third
8. P. to K. fifth	8. Castles
9. B. to K. Kt. fifth	9. Q. Kt. to K. second (*b*)
10. Q. Kt. to B. third	10. P. to Q. fourth
11. Kt. to K. R. fourth	11. P. to Q. B. third
12. Kt. takes Kt.	12. K. B. P. takes Kt.
13. B. to Q. R. fourth	13. P. to K. R. third
14. B. to K. third	14. Kt. to K. B. fourth
15. B. to Q. B. second	15. Q. to K. R. fifth
16. B. takes Kt.	16. R. takes B. (*c*)
17. P. to K. Kt. fourth	17. R. to K. B. second (*d*)
18. P. to K. B. third	18. B. to K. third
19. Q. to K. square	19. Q. to K. second
20. Q. to Q. second	20. Q. R. to K. B. square
21. K. to Kt. second	21. Q. to Q. second

22. P. to K. R. third	22. P. to K. Kt. fourth
23. Kt. to K. second	23. B. to Q. square
24. Kt. to K. Kt. third	24. P. to K. Kt. third
25. Q. R. to K. square	25. P. to Q. R. fourth
26. R. to B. second	26. Q. to K. square
27. Q. R. to K. B. square	27. Q. B. to Q. second
28. P. to K. B. fourth	28. P. takes P.
29. R. takes P.	29. P. to K. R. fourth
30. P. takes P.	30. R. takes R.
31. R. takes R.	31. R. takes R.
32. B. takes R.	32. Q. to K. third
33. P. takes P.	33. B. to R. fifth (*e*)
34. K. to B. third	34. Q. takes R. P.
35. Q. to K. Kt. second	35. Q. to Kt. fifth (check)
36. K. to K. third	36. Q. takes P. (*f*)
37. Q. to K. R. second	37. Q. to Kt. sixth
38. Q. to K. second	38. Q. to Kt. third
39. K. to B. second	39. Q. B. to K. Kt. fifth
40. Q. to Q. second	40. P. to Q. R. fifth
41. P. to Q. R. third	41. P. to Q. Kt. fourth
42. K. to Kt. second	42. B. to K. third
43. K. to R. second	43. Q. to R. second
44. B. to R. sixth	44. K. B. to K. second
45. Q. to K. B. fourth	45. Q. to Q. R. seventh (check)
46. K. to Kt. square	46. B. to R. sixth
47. Q. to B. second	47. Q. to K. Kt. third
48. B. to B. fourth	48. Q. to Kt. fifth
49. K. to R. second	49. Q. to R. fifth
50. Kt. to R. square	50. Q. to R. fourth
51. Q. to Kt. third (check)	51. B. to Kt. fifth (dis. check)
52. K. to Kt. square	52. K. B. to K. R. fifth
53. Q. to R. second	53. Q. B. to K. B. fourth
54. Kt. to B. second	54. K. to B. second
55. Q. to Kt. second	55. K. B. to K. second
56. K. to B. square	56. Q. B. to K. fifth
57. Q. to K. R. third (*g*)	57. Q. takes Q.
58. Kt. takes Q.	58. P. to Q. B. fourth
59. P. takes P.	59. Q. B. to Q. sixth (check)

60. K. to K. square	60. B. takes P.
61. Kt. to Kt. fifth (check)	61. K. to Kt. third
62. K. to Q. second	

From this point no further moves were taken down, and we can only state, that after a long-continued struggle, the game, which might have been a drawn, ultimately turned in White's favour.

Notes.

(*a*) This move has often been made in the games played at Brussels, some years back, between Messrs. Staunton and Heydebrandt von der Lasa. As long as experience has not pointed out a sufficient defence against the *Ruy Lopez*, we do not see why the move in the text, objectionable as it may be, should not be adopted quite as well as any other.

(*b*) Could he have played "Q. to K. square"? It would require a long and careful analysis to give a decided answer to that question. At all events, as the present move leads to a pretty good development of Black's pieces, there is no reason to object to it.

(*c*) Evidently with the object to bring his Rook to K. R. fourth. No doubt it was, for this reason, that Black declined to take with the Q. B., although the latter move would have brought another piece into play. At this point, we believe, Black has rather turned the game in his favour.

(*d*) A curious variation arises, if Black, instead of retiring his Rook, would have ventured to give it up for the K. P. We cannot vouch for the soundness of this somewhat too complicated combination, which, when the game was over, was suggested by Mr. Campbell; yet, at any rate, it may prove well worth analysing. Let us suppose:—

White.	*Black.*
	17. R. takes K. P.
18. P. takes R.	18. B. takes P.
19. Q. to Q. R. fourth (or A)	19. Q. to K. R. sixth
20. Q. to K. B. fourth (best)	20. P. to Q. fifth
21. B. takes P. (best)	

If 21. "P. to K. B. third," Black takes B., and if, then, White takes B., either with Q. or P., Black might easily win by discovered checking.

	21. B. takes B.
22. Q. to K. Kt. third	22. Q. takes Q.
23. R. P. takes Q.	23. B. takes P.

with the better game.

(A)

19. Q. to Q. third	19. B. to K. B. sixth
20. Q. takes P. (best)	20. P. to Q. fifth
21. Q. to K. Kt. third (best)	21. Q. takes Q.
22. B. P. takes Q. (best)	22. R. to K. B. square

We prefer Black's game.

(*e*) An ingenious attempt to win a piece. However, he might have taken the Pawn at once.

(*f*) The game stands even now, and it would be a difficult question to answer, whether the advantage of having two Bishops against Bishop and Knight, combined with an attacking position, on the part of the second player;

or the passed Pawn, which the first player has skilfully managed to establish in the middle of the board, should legitimately decline the scale either way.

(*y*) The obvious answer to "Kt. takes B." would have been "Q. to Q. eighth (check)."

GAME II.

Between the same Opponents.

(*Ruy Lopez.*)

(*White.* Mr. CAMPBELL.)	*Black.* (Mr. BARNES.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. Kt. fifth	3. K. Kt. to B. third
4. P. to Q. fourth	4. Q. Kt. takes P. (*a*)
5. Kt. takes Kt.	5. P. takes Kt.
6. P. to K. fifth	6. Kt. to Q. fourth
7. Q. takes P.	7. P. to Q. B. third
8. Castles	8. Q. to Q. Kt. third
9. Q. takes Q.	9. Kt. takes Q.
10. B. to Q. third	10. B. to K. second
11. Q. Kt. to B. third	11. Castles
12. B. to K. third	12. P. to Q. fourth
13. P. to Q. R. fourth	13. Q. B. to K. third
14. P. to K. B. fourth	14. P. to K. B. fourth
15. P. takes P. (*en passant*)	15. B. takes P.
16. B. to Q. B. fifth	16. K. R. to K. square
17. P. to Q. R. fifth.	17. Kt. to Q. second
18. B. to K. B. second	18. B. takes Kt.
19. P. takes B.	19. Kt. to K. B. third
20. Q. R. to Q. Kt. square	20. R. to K. second
21. K. R. to K. square	21. Kt. to K. fifth (*b*)
22. B. takes Kt.	22. P. takes B.
23. R. takes P.	23. Q. R. to K. square
24. Q. R. to K. square	24. K. to B. second
25. B. to Q. B. fifth	25. R. to Q. B. second
26. P. to K. B. fifth	26. B. to Q. second
27. R. to K. seventh (check)	27. R. takes R.
28. R. takes R. (check)	28. K. to B. third
29. B. to Q. sixth	29. P. to Q. Kt. third
30. P. to Q. R. sixth	

And Black resigned.

Notes.

(*a*) "K. Kt. takes P." seems preferable.

(*b*) Although the second player thus gives up a Pawn, yet we do not see any better move in this critical position. Evidently, it was made with the view of lessening White's attack, and with the hope of equalising the game, there being Bishops of different colours, and a doubled Pawn on the other side of the board.

Game between Mr. ROBEY and Herr HARRWITZ, the latter giving the odds of the exchange.

GAME I.

(*Remove White's Queen's Rook, and Black's Queen's Knight from the Board.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. ROBEY.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. K. P. takes Q. P.	3. Kt. to K. B. third
4. P. takes P.	4. Kt. takes P.
5. Kt. to K. B. third	5. B. to K. Kt. fifth
6. P. to Q. B. fourth	6. Kt. to Q. Kt. fifth
7. Q. to Q. Kt. third	7. B. to K. B. fourth
8. Kt. to Q. R. third	8. B. to Q. sixth
9. B. to K. second	9. B. to Q. B. fourth
10. Kt. to Q. Kt. fifth	10. Castles
11. Q. Kt. to Q. fourth	11. B. takes B.
12. K. takes B.	12. Kt. takes R. P.
13. Kt. to K. B. fifth	13. Kt. to Q. Kt. fifth
14. P. to Q. fourth	14. B. to K. second
15. P. to Q. B. fifth	15. P. to Q. R. fourth
16. B. to Q. second	16. Q. to Q. second
17. P. to K. Kt. fourth	17. Q. to Q. Kt. fourth (check)
18. K. to K. third	18. Q. R. to K. square
19. B. takes Kt.	19. P. takes B.
20. K. to K. B. fourth	20. K. to R. square
21. P. to K. Kt. fifth	21. P. to K. B. third
22. Kt. P. takes P.	22. P. takes P.
23. R. to K. Kt. square	23. P. takes P. (check)
24. Kt. takes P.	24. Q. to K. seventh

And White mates in two moves.

GAME II.

Between the same Opponents.

(*Remove White's Queen's Rook, and Black's Queen's Knight from the Board.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. ROBEY.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth
5. Kt. to K. fifth	5. P. to K. R. fourth
6. B. to Q. B. fourth	6. R. to K. R. second
7. P. to Q. fourth	7. P. to Q. third
8. Kt. to Q. third	8. B. to K. third
9. P. to Q. fifth	9. B. to Q. second
10. B. takes B. P.	10. Q. to K. second
11. Q. to K. second	11. B. to K. R. third
12. B. to K. Kt. third	12. Castles
13. Castles	13. P. to K. B. fourth
14. P. to K. fifth	14. R. to K. B. square
15. P. to K. sixth	15. B. to K. square
16. Kt. to Q. B. third	16. Q. to K. B. third
17. Q. to K. B. second	17. P. to Q. B. fourth
18. Kt. takes Q. B. P.	18. P. to K. B. fifth
19. K. Kt. to K. fourth	19. P. takes B.
20. Q. takes K. Kt. P.	20. Q. to Q. fifth (check)
21. K. to R. second	21. B. to K. Kt. second
22. Kt. takes Q. P. (check)	22. K. to Kt. square
23. R. takes R.	23. Q. to K. fourth
24. R. takes B. (check)	24. K. to B. second
25. K. Kt. to Q. Kt. fifth (check)	25. K. to Kt. third
26. Q. Kt. to Q. R. fourth (check)	26. K. to R. fourth
27. P. to Q. B. third	27. K. takes Kt.
28. R. takes Kt.	28. B. to K. R. square
29. P. to Q. sixth	29. Q. to K. fifth
30. R. to K. Kt. fifth	30. B. to K. B. third
31. P. to Q. Kt. third (check)	31. K. to R. fourth
32. P. to Q. Kt. fourth (check)	32. K. to R. third
33. Kt. to Q. B. seventh (check)	33. K. to Kt. third
34. Kt. to Q. R. eighth (check)	34. K. to B. third

And White mates.

The following games were played in the spring of the present year, in Paris, between the celebrated German Champion, Professor ANDERSSEN, and the youthful Austrian player, Herr KOLISCH. The number of games played was eleven. Each won five, and one was drawn. Although, as a rule, we do not give games which have been already printed in other publications, we think it right to make an exception in the present instance, on account of the skill of the two combatants, as well as in regard to the many applications we have had for the reproduction of these games. We must also remark, that the games were not played in the order we give them.

GAME I.

(*Allgaier's Gambit.*)

White. (Herr KOLISCH.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth
5. Kt. to K. fifth	5. P. to K. R. fourth
6. B. to Q. B. fourth	6. R. to K. R. second
7. P. to Q. fourth	7. P. to K. B. sixth
8. P. takes P.	8. P. to Q. third
9. Kt. to Q. third	9. B. to K. second
10. B. to K. third	10. B. takes K. R. P. (check)
11. K. to Q. second	11. B. to K. Kt. fourth
12. Q. Kt. to Q. B. third (*a*)	12. B. takes B. (check)
13. K. takes B.	13. Q. to K. Kt. fourth (check)
14. P. to K. B. fourth	14. Q. to K. Kt. second
15. P. to K. fifth (*b*)	15. B. to K. B. fourth
16. Q. Kt. to Q. Kt. fifth	16. Kt. to Q. R. third
17. P. takes Q. P.	17. Castles on Q. side
18. K. Kt. to K. fifth	18. Q. B. P. takes P.
19. K. Kt. takes K. B. P.	19. Q. R. to K. square (check) (*c*)
20. K. to Q. second	20. K. to Q. Kt. square
21. K. Kt. takes Q. P.	21. Q. R. to K. B. square
22. Q. to K. second	22. B. to K. Kt. third
23. Q. R. to K. square	23. Q. Kt. to Q. Kt. fifth
24. P. to K. B. fifth	24. Q. to K. R. third (check)
25. K. to Q. B. third	

An Black resigned.*

Notes.

* If, 25.	25. K. R. to K. second
26. Q. takes R.	26. Kt. takes Q.
27. R. takes Kt.	27. Kt. to Q. R. third
28. R. takes Q. Kt. P. (check)	28. K. to R. square
29. B. to Q. fifth	29. Q. to K. sixth (check)
30. K. to Q. B. fourth	30. Q. to K. seventh (check)
31. K. to Q. Kt. third	31. Q. to K. sixth (check)
32. P. to Q. B. third	32. Kt. to Q. B. fourth (check)
33. K. to R. third	33. Kt. takes R.

And White mates in three moves.

(*a*) The boldness displayed by Mr. Kolisch in the present game is noteworthy, inasmuch as he had previously lost four games running against Mr. Anderssen, and there are very few players upon whom the loss of four successive games would not act depressingly.

(*b*) This was well played, the object being to plant the Q. Kt. if possible, at K. fourth.

(*c*) A lost move; but the game was irrecoverable.

Game II.

Between the same Opponents.

(Petroff's Defence.)

White. (Herr Anderssen.)	*Black.* (Herr Kolisch.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. Kt. takes P.	3. Q. to K. second (*a*)
4. Kt. to K. B. third	4. Q. takes P. (check)
5. B. to K. second	5. B. to Q. B. fourth
6. Castles	6. Castles
7. P. to Q. fourth	7. B. to Q. Kt. third
8. P. to Q. B. fourth	8. P. to Q. B. third (*b*)
9. Kt. to Q. B. third	9. Q. to K. second
10. Q. B. to K. Kt. fifth	10. P. to K. R. third
11. Q. B. to K. R. fourth	11. P. to K. Kt. fourth
12. Q. B. to K. Kt. third (*c*)	12. P. to Q. fourth
13. Kt. to K. fifth	13. Q. Kt. to Q. second
14. P. takes P.	14. K. Kt. takes P.
15. Q. Kt. takes K. Kt.	15. P. takes Kt.
16. P. to K. B. fourth	16. P. takes P.
17. Kt. takes Kt. (*d*)	17. P. takes B.
18. Kt. to K. B. sixth (check) (*e*)	18. K. to Kt. second

19. Q. to Q. third	19. R. to K. R. square
20. B. to K. R. fifth	20. Q. B. to K. third
21. Q. takes P. (check)	21. K. to B. square
22. Q. to K. fifth	22. Q. to Q. B. second
23. Q. to K. third (*f*)	23. Q. to Q. third
24. R. to K. B. fourth	24. Q. R. to Q. B. square
25. Q. R. to K. B. square	25. Q. R. to Q. B. second
26. Q. to K. Kt. third	26. R. to Q. B. fifth
27. Kt. to K. R. seventh (check)	27. K. to K. square
28. Q. to K. Kt. seventh	28. K. R. takes Kt.
29. Q. takes R.	29. R. takes Q. P.
30. B. takes K. B. P. (check)	30. B. takes B.
31. Q. takes B. (check)	31. K. to Q. square
32. Q. to K. Kt. eighth (check)	32. K. to Q. B. second
33. R. to K. B. seventh (check)	33. K. to Q. B. third
34. Q. to K. eighth (check)	34. K. to Q. B. fourth
35. K. to R. square	35. R. to K. R. fifth
36. R. to Q. B. square (check)	36. R. to Q. B. fifth
37. P. to Q. Kt. fourth (check)	37. K. takes P.
38. R. to Q. Kt. square (check)	38. K. to Q. R. sixth (*g*)
39. R. to K. B. third (check)	39. K. takes P.
40. Q. to K. second (check)	40. K. takes R.
41. R. to Q. Kt. third (check)	41. K. to Q. B. eighth
42. Q. to K. square (check)	42. K. to Q. B. seventh
43. Q. to Q. Kt. square (check)	43. K. to Q. seventh
44. R. to Q. third (check)	44. K. to K. seventh
45. Q. to Q. square (check)	45. K. to K. B. seventh
46. R. to K. B. third	

And Mates.

Notes.

(*a*) This is not accounted so good as "P. to Q. third."

(*b*) Already Black has a much inferior game to his adversary, the consequence of his error at the third move.

(*c*) Herr Anderssen would have obtained a magnificent attack by sacrificing his K. Kt. for the two Pawns, but the more prudential course was to retire the Bishop.

(*d*) Had he taken the Pawn with Bishop, Black would evidently have gained a clear piece.

(*e*) Much better play than capturing the Rook; for, suppose:—

18. Kt. takes R.	18. Q. to K. R. fifth
19. P. to K. R. third (best)	19. B. takes Q. P. (check)
20. K. to K. R. square	20. Q. B. takes K. R. P.

And Black wins.

(*f*) This was better than either taking the Bishop with Queen or checking with the Kt. at Q. seventh.

(*g*) At this point White announced that he could effect mate in eight moves.

Game III.

Between the same opponents.

(*Scotch Gambit.*)

White. (Mr. Kolisch.)	*Black.* (Mr. Anderssen.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to Q. B. fourth
5. Castles	5. P. to Q. third
6. P. to Q. B. third	6. Q. B. to K. Kt. fifth (*a*)
7. Q. to Q. Kt. third (*b*)	7. B. takes Kt.
8. B. takes K. B. P. (check)	8. K. to B. square
9. B. takes Kt.	9. R. takes B.
10. P. takes B.	10. P. to K. Kt. fourth (*c*)
11. Q. to Q. square	11. Q. to Q. second
12. P. to Q. Kt. fourth	12. B. to Q. Kt. third
13. B. to Q. Kt. second	13. P. to Q. sixth
14. Q. takes P.	14. Kt. to K. fourth
15. Q. to K. second	15. Q. to K. R. sixth
16. Kt. to Q. second	16. P. to K. Kt. fifth

And White resigned.

Notes.

(*a*) This move is now believed by many players to give Black the advantage in the opening.

(*b*) Hazardous. His only safe response appears to be 7, "B. to K. second."

(*c*) This is decisive. White has no way of escaping from the consequences of this advance.

Game played between Herr BECK and an AMATEUR.

White. (Herr BECK.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth
5. Kt. to K. fifth	5. Kt. to K. B. third
6. B. to Q. B. fourth	6. P. to Q. fourth
7. P. takes P.	7. B. to Q. third
8. P. to Q. fourth	8. Kt. to K. R. fourth
9. Kt. to Q. B. third	9. B. to K. B. fourth
10. B. to Q. Kt. fifth (check)	10. K. to B. square
11. B. to Q. third	11. Q. to K. B. third
12. Kt. takes K. Kt. P.	12. Q. to K. Kt. third
13. B. takes B.	13. Q. takes B.
14. K. to K. B. second	14. Kt. to Q. second
15. R. to K. square	15. P. to K. B. sixth
16. B. to K. R. sixth (check)	16. K. to Kt. square
17. Q. takes P.	17. B. to K. Kt. sixth (check)
18. K. to Kt. square	18. Q. takes Q.
19. P. takes Q.	19. B. takes R.
20. R. takes B.	20. P. to K. B. fourth
21. R. to K. seventh	21. P. takes Kt.
22. R. takes Kt.	22. P. takes P.
23. Kt. to K. fourth	23. R. to K. square
24. Kt. to K. Kt. fifth	

And Black resigned.

Mr. LUMLEY, the blind Chess-player, is now on a visit in Scotland, where he is astonishing the good people by playing five and six Games simultaneously. At Aberdeen he played six amateurs, with the following results:—No. 1, drawn; No. 2, resigned; No. 3, drawn; No. 4, checkmated; No. 5, resigned; and No. 6, resigned in time to save checkmate.

SOLUTIONS TO PROBLEMS.

No. 85. *Page* 239.

White.	*Black.*
1. Q. takes R. (check)	1. Q. takes Q.
2. R. to K. B. second, and wins.	

No. 86. *Page* 239.

White.	*Black.*
1. R. to K. B. seventh	1. Q. to K. Kt. square
2. B. to Q. fifth	2. P. to K. Kt. fourth
3. R. to K. seventh	3. Q. to K. B. square (ch.) or (A)
4. K. to K. Kt. sixth, and wins	
	(A)
	3. Q. takes B.
4. R. to K. eighth (check)	4. Q. to K. Kt. square
5. R. takes Q.	5. K. takes R.
6. K. takes P., and wins	

No. 87. *Page* 240.

White.	*Black.*
1. Kt. to Q. R. fourth	1. R. takes K. B. P. (check) (A)
2. Kt. to K. third (dis. check)	2. Anything
3. B. mates	
	(A)
	1. Q. to Q. Kt. sixth (check) (B) or R. to Q. Kt. eighth (check)
2. Kt. to Q. Kt. sixth (dis. check)	
3. B. mates	
	(B.)
	1. Kt. to Q. Kt. fifth (C)
2. B. checks	2. Kt. covers
3. Kt. to K. seventh (dis. mate)	
	(C)
	1. Q. to K. R. second
2. Kt. to K. seventh (dis. check)	2. Kt. covers
3. Kt. to Q. B. sixth, mate	

No. 88. *Page* 240.

White.	*Black.*
1. R. to K. B. fourth (check)	1. Kt. takes R.
2. B. to Q. R. sixth (check)	2. Kt. to Q. Kt. fourth (best)
3. Kt. to K. B. third	3. Anything
4. Kt. to K. R. second, mates	

No. 89. *Page* 255.

White.	*Black.*
1. Q. to Q. R. seventh	2. Any move
2. Q. or R. mates	

No. 90. *Page* 255.

White.	*Black.*
1. R. to Q. R. fifth	1. R. to Q. R. eighth (B, C, D)
2. Kt. to K. B. sixth (check)	2. R. takes R. (A)
3. Kt. (from K. B. second) to K. Kt. fourth, mate	

(A)

2. K. takes Kt.
3. Kt. to K. fourth, mate

(B)

1. R. to K. Kt. fourth
2. Kt. to Q. seventh (check) — 2. K. to B. third
3. Kt. to K. Kt. eighth, mate

(C)

1. B. to K. second
2. Kt. to Q. seventh (check) — 2. K. to B. third
3. Kt. mates

(D)

1. Kt. takes K. P.
2. Kt. to K. Kt. sixth (check) — 2. K. to K. B. fifth
3. Kt. to K. R. third, mate

No. 91. *Page* 256.

White.	*Black.*
1. B. to Q. B. second	1. Q. takes R. (best)
2. B. to Q. Kt. second (check)	2. K. to B. second
3. Q. takes B. (check)	3. K. takes Q. or (A)
4. B. to Q. Kt. third, mate	

(A)

3. K. to K. square
4. B. to Q. R. fourth, mate

No. 92. *Page* 256.

White.	*Black.*
1. R. to K. B. fifth (check)	1. P. takes R. or (A)
2. Q. to Q. fourth (check)	2. Kt. takes Q.
3. Kt. to Q. B. third (check)	3. K. moves
4. B. mates	

(A)

1. K. moves
2. Q. to Q. Kt. square (check) — 2. K. moves
3. B. takes P. (check) — 3. Kt. covers
4. B. takes Kt., mate

BRITISH CHESS ASSOCIATION.

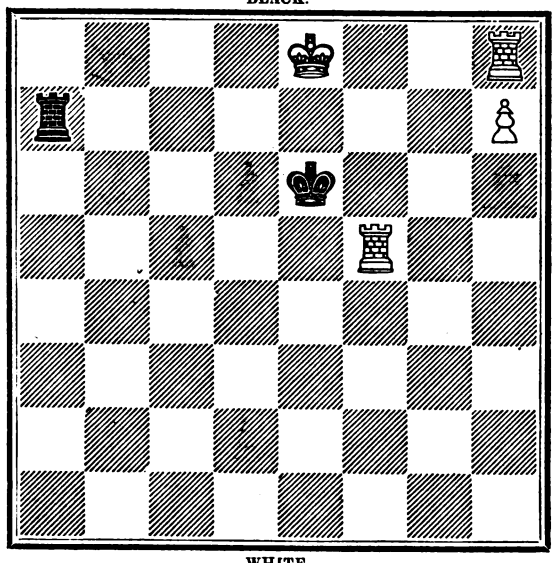
We hear from Cambridge that only eight players competed for the prize, and were matched in the first tourney as follows:—

Mr. BATEMAN	Mr. ZYTOGORSKI.
„ GEAKE	„ KOLISCH.
„ RAINGER	„ STANLEY.
„ PULLER	„ BARNES.

Mr. BARNES not having arrived, Mr. HORNE took his place. The winners were—ZYTOGORSKI, KOLISCH, STANLEY, HORNE. For the second tourney ZYTOGORSKI is drawn against KOLISCH, and STANLEY against HORNE.

No. 97. Chess Study by Herr HORWITZ.

BLACK.

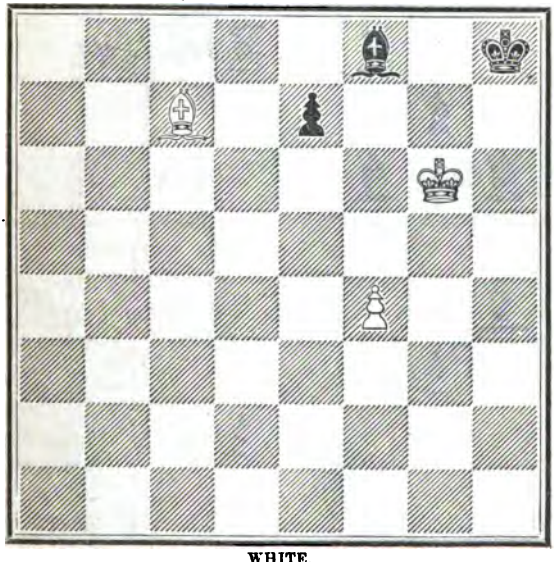


WHITE.

White to move and win.

No. 98. Chess Study by Herr HORWITZ.

BLACK.



WHITE.

White to move and win.

No. 99. Problem by F. Healey, Esq.

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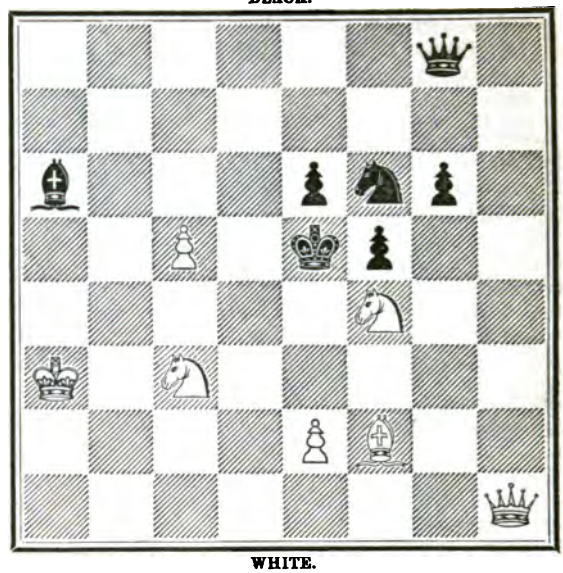

WHITE.

White to play, and mate in three moves.

No. 100. Problem by P. T. D., Newcastle-on-Tyne.

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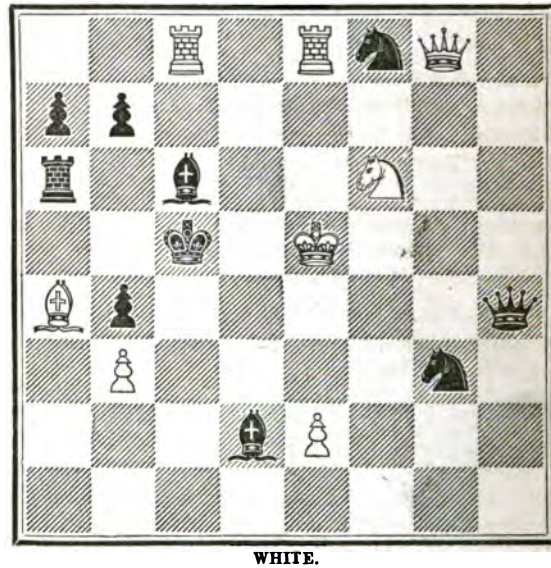


WHITE.

White to move, and mate in three moves.

THE MEETING OF THE BRITISH CHESS ASSOCIATION AT CAMBRIDGE.

If ever a meeting had a claim to be conspicuous by its failure, this one stands in the foremost ranks. The ominous silence about it of the many publications which devote columns to Chess, must have partly prepared our readers for a less favourable report than those given of the Leamington, Manchester, and Birmingham gatherings. But however modest one's expectations might have been, they were yet doomed to be disappointed. Still the sad tale must be told—we owe it to our Subscribers; and however deeply we may wound their Chess feelings, we shall relate the truth—the whole truth—and nothing but the truth.

(The following is verbatim, the letter of our special Correspondent),

August 17th.

"On my arrival in Cambridge, I alighted at the Red Lion Hotel, in one of the rooms of which the Meeting was to take place. I inquired of the waiter if any of the Chess players had arrived, and was informed that three gentlemen from London—Messrs. Geake, Kolisch, and Zytogorski—had just engaged rooms in the Hotel, but that no other arrival had taken place on that day. Knowing that the British Chess Association consists of above 150 members, and that on former meetings between 200 and 300 persons were present, I prognosticated a scanty attendance. I hoped, however, that some of the followers of Caissa had established their temporary abode at other hotels of the town, and that a goodly number would arrive with the first train next morning. After having vainly expected that evening other arrivals of Chess celebrities, I retired to the room assigned to me, which was next to that of Herr Kolisch, the newly risen Star on the European Chess horizon, and consoled myself on going to sleep with the hope of witnessing that young hero's encounter with one or the other of our celebrated English champions. I was dreaming that I had won the first game in a match with Morphy, and was just announcing him a checkmate in seven moves in the second game, when the waiter, by a knock at the door, dissipated my pleasant illusions, calling out—Nine o'clock, Sir. On consulting my Bennett, I found that he was right, and that the Cambridge air had the narcotic effect of producing ten hours sleep in a Chess player. I dispatched my breakfast hastily, in order not to

be too late, and not to miss the discussion of the constitution of the Association with a view to its improvement.* Thereupon, I wended my way through the intricacies of the Court-yard of the Red Lion, to the staircase leading to the saloon of the Meeting; which staircase, however, I was only allowed to ascend after having paid five shillings and received an entrance card. On entering the spacious and lofty saloon, which was well filled with chairs and tables, I began to scrutinize the company present, and found, that neither the President of the Association, Lord LYTTELTON, nor the Vice-presidents, Lord CREMORNE and Sir JOHN BLUNDEN, nor any other Member of the Committee, were present. Nay, not only the Committee were absent, but not even a single member of the Association was there—at least, none of those who had been at former Meetings. The only persons present were six members of the Local Cambridge Committee, the three gentlemen from London, Mr. STANLEY, of New York Celebrity, Mr. RAINGER, of Norwich, Mr. FULLER, Mr. HORNE, Mr. BATEMAN, and Mr. N., a solitary member of the St. George's Club, whom chance had brought at the time to Cambridge. Thus the Meeting consisted of fifteen persons including the Local Committee. Not only were the Committee of the British Chess Association absent, but also the members. After an hour's waiting, during which time the Local Committee at one end of the room, and the visitors at the other end of the room, had a quiet chat, the Secretary of the Local Committee, Mr. WALKER, proposed to proceed to play, but it was found that only eight players had sent in their names, and of these only seven were present; the eighth, Mr. BARNES, of the St. George's Club, although having sent in his name, was not present. Mr. HORNE, of Cambridge, was prevailed upon to replace him. The following gentlemen were then matched, by lots:—

Mr. KOLISCH	against	Mr. GEAKE.
„ STANLEY	„	„ RAINGER.
„ HORNE	„	„ PULLER.
„ ZYTOGORSKI	„	„ BATEMAN.

The former gentlemen won the two first games, and remained, therefore, winners in the first round, which only lasted altogether between three and four hours.

The second day, the 29th, some visitors came from London, and

* See the *Chess Player's Chronicle*, August Number, "British Association," Circular of the Committee.

other places; still the persons present in the room never exceeded the number of seventeen. The four conquerors were drawn against each other in the following way:—Mr. KOLISCH against Mr. ZYTOGORSKI, Mr. STANLEY against Mr. HORNE. The result of this tourney was, Mr. STANLEY won two games against one of Mr. HORNE's. Mr. ZYTOGORSKI resigned his further claims without playing. Mr. KOLISCH and Mr. STANLEY were, therefore, the winners of the two prizes, such as they were; it was only to be decided which of the two had to take the first prize. In the opinion of most of those present, Mr. STANLEY had but a poor chance against so formidable an antagonist as Mr. KOLISCH. On that day Mr. STAUNTON had arrived from London, in the afternoon, with Mr. WORRALL, with whom he played several games at the odds of a Knight; Mr. WORRALL had, however, by far the best in these encounters. Mr. DEACON was also present during some time, as well as the Rev. Dr. SALMON, from Dublin. The two latter gentlemen, however, did not play at all.

The third day, the 30th, the Match began between Mr. KOLISCH and Mr. STANLEY of New York, and this was the only interesting feature in the whole proceeding. The first game lasted eight hours. Mr. STANLEY evidently did his best, and Herr KOLISCH played very carefully; taking it altogether it was a very fine game. On that morning Messrs STAUNTON, WORRALL, and DEACON, again left for London. The meeting, however, was a little enlivened by the arrival of the Rev. Mr. DONALDSON, the well known Scotch player, who played some skittling games with Mr. ZYTOGORSKI and others.

Herr KLING, the well known Chess writer, who had arrived during the day, contributed to the amusement of the visitors by his lecture on end games; which he selected with great skill, and were instructive, even for first-rate players.

The fourth day, the 31st, the second game between Mr. STANLEY and KOLISCH was played; it was severer than the first, and lasted twelve hours; but towards the end it was evident that Mr. STANLEY was exhausted, and, so to say, morally beaten. This was the last day of the Meeting, according to the circular of the Local Committee, but as the winner of the first prize had to score the best out of five games, the match was not over. A great difficulty here presented itself; the Committee had only taken the rooms for four days; where were the Chess players to meet the next day? In this dilemma, Mr. HENRY C. FOSTER, of Cambridge, was the *deus ex machina* who, by kindly inviting all the Chess players to his house, solved the difficulty.

In the evening, Herr KLING contributed again to the amusement of

those present by playing on five boards, against five opponents, at the same time. He won four games, and lost one.

The fifth day, the 30th, the Meeting took place at Mr. FOSTER'S house, who received his guests with true Saxon hospitality—furnished the chief combatants, for the first time, with a good set of Staunton Chess men and board; put his house and gardens at the disposition of his visitors, who, now only, since their visit to Cambridge, felt really at ease.

The game between Mr. STANLEY and Herr KOLISCH lasted, this time, only five hours; Mr. STANLEY was evidently worn out by his exertions on the two former occasions, whilst Herr KOLISCH seemed only to get into play, and better fitted for the fight, than on the first day. Herr KOLISCH, by winning the game, won the first prize. During the day, Mr. FOSTER played several games with his guests; with Mr. ZYTOGORSKI, who gave him the odds of a Knight, but, this time, not very successfully. With Mr. GEAKE, Mr. FOSTER made even games. This terminated the Meeting at Cambridge. The prizes, I have heard stated, are very paltry; the first is said to be £8., the second £4. All those who were present at the Meeting were dissatisfied with it, and accuse the Local Committee, as well as the Committee of the Association, as the causes of the bad result. Although, I must say that the Secretary of the Local Committee, Mr. WALKER, upon whom all the work was thrown, did everything in his power to make the thing prosper. Still, it must be remarked, that there is no regular Chess Club in Cambridge. That the gownsmen and townsmen, as usual, do not very well agree; that the players, in their respective camps, scarcely ever meet; and that, on the present occasion, the townsmen had nothing to do with the Meeting, nor was any of their number in the Local Committee."

[Here the letter of our Correspondent ends.]

According to this report, it seems that only four or five members of the British Chess Association were present on the occasion. Now, the question arises, is the British Chess Association still in existence, or is it only now a matter of history? If, so, what are the reasons which have led to its untimely end? whose is the fault? But, even as a simple gathering of Chess players, this Meeting has been an unprecedented failure. The Local Committee, no doubt, are partly answerable for it, but who besides? We should like to hear some explanation about it, from some member of the Committee, from whom we also expect an early account of their proceedings.

In conclusion, we must state, that we have received letters from most of the players present at Mr. FOSTER'S house during the last day of the Cambridge Meeting, asking us to express their thanks to this gentleman, in the *Chess Chronicle*, for the kind reception he has given them.

The following Games were played in the Tournament at the Cambridge Meeting, between Messrs. KOLISCH and STANLEY.

GAME I.

White. (Herr KOLISCH.)	*Black.* (Mr. STANLEY.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. Kt. to K. B. third	4. Kt. to K. B. third
5. B. to Q. third	5. Kt. to Q. B. third
6. Castles	6. B. to Q. third
7. R. to K. square (check)	7. Q. B. to K. third
8. B. to K. B. fifth	8. Castles (*a*)
9. B. takes B.	9. P. takes B.
10. Kt. to K. Kt. fifth ((*b*)	10. Q. to Q. second
11. P. to K. B. fourth	11. Q. R. to K. square
12. Kt. to Q. B. third	12. P. to K. R. third
13. Kt. to K. B. third	13. Kt. to K. R. fourth
14. P. to K. Kt. third	14. Q. to K. B. second
15. B. to K. third	15. P. to K. Kt. fourth (*c*)
16. K. Kt. to K. fifth	16. B. takes Kt.
17. K. B. P. takes B.	17. P. to Q. R. third
18. Q. to K. second	18. Q. to K. Kt. third
19. P. to Q. R. third	19. P. to K. Kt. fifth (*d*)
20. R. to K. B. square	20. Kt. to K. second
21. Q. to Q. second	21. Kt. to K. B. fourth
22. B. to K. B. fourth	22. K. Kt. to Kt. second
23. Kt. to K. second	23. P. to K. R. fourth
24. B. to K. Kt. fifth (*e*)	24. Q. to K. R. second
25. B. to K. B. sixth	25. P. to K. R. fifth
26. Q. to K. Kt. fifth	26. P. takes K. Kt. P.
27. P. takes P.	27. K. R. to K. B. second
28. K. R. to K. B. second	28. Q. to K. R. fourth (*f*)
29. Q. to Q. second	29. Q. to K. R. third
30. Q. takes Q. (*g*)	30. Kt. takes Q.
31. K. R. to R. second	31. K. Kt. to B. fourth
32. K. to K. B. second (*h*)	32. R. to K. R. second
33. Q. R. to K. R. square	33. K. to K. B. second
34. Kt. to K. B. fourth	34. Q. R. to K. Kt. square

35. R. to K. R. fifth	35. P. to Q. Kt. third
36. B. to K. Kt. fifth (*i*)	36. Q. R. to K. R. square
37. P. to Q. Kt. fourth	37. P. to Q. B. fourth (*k*)
38. Q. Kt. P. takes P.	38. Q. Kt. P. takes P.
39. Q. P. takes P.	39. Q. R. to Q. B. square
40. Kt. to Q. third (*l*)	40. Q. R. to K. R. square
41. P. to Q. B. third (*m*)	41. P. to Q. R. fourth
42. P. to Q. B. sixth	42. K. to Kt. third
43. Kt. to B. fourth (check)	43. K. to B. second
44. P. to B. seventh	44. Q. R. to Q. B. square
45. B. takes Kt.	45. R. takes P.
46. Kt. to K. second	46. P. to Q. fifth (*n*)
47. B. to Q. second	47. R. takes R.
48. R. takes R.	48. P. takes P.
49. R. to R. seventh (check)	49. Kt. interposes
50. B. to R. sixth	

And Black resigned.

Notes.

(*a*) The best move at this juncture.

(*b*) Correctly played. No advantage would have accrued to White from "R. takes P." For, let us suppose—

10. R. takes P.	10. Kt. to K. fifth
11. P. to Q. B. fourth (best)	11. R. takes Kt.
12. P. takes R. (best)	

with a winning position.

(*c*) An extremely hazardous move, which ought not to have been ventured against a player of Mr. Kolisch's force.

(*d*) Black contemplated moving "Kt. to Kt. second," and then "Kt. to K. B. fourth." White, by moving "P. to K. Kt. fourth," would have frustrated that object; the move adopted by Mr. Stanley was, therefore, a good one.

(*e*) Effectually preventing Black's intended manœuvre, "P. to R. fifth," and then "Kt. to R. fourth," &c.

(*f*) Compulsory, because White threatened to win the Queen by moving "R. to R. second." Had Black, instead of the move in the text, played "Q. to K. R. third," White would have gained a clear piece by taking Knight with Rook.

(*g*) An examination of the position will show that White selected the best move in order to obtain a winning game.

(*h*) Insignificant as this move appears, it was an important link in the chain of a remarkable combination. The skilful manner in which Mr. Kolisch conducted his game to the end, is deserving of close attention, and commands our warmest praise.

(*i*) White might have played "Kt. takes Q. P.," when the following variation would have occurred:—

32. Kt. takes Q. P.	32. P. takes Kt.
33. R. takes Kt.	33. Kt. takes R.
34. R. takes R. (check)	34. K. to Kt. third
35. R. takes P.	35. Kt. takes Q. P.
36. P. to B. third	36. Kt. to B. fourth
37. R. to B. sixth	

with a winning game.

But the line of play adopted by Mr. Kolisch was a surer road to victory.

(*k*) The only chance of extricating himself from his extremely embarrassing position. It was the commencement of a clever combination; frustrated, however, by the accurate play of his adversary.

(*l*) This powerful defence, which Mr. Kolisch had in reserve, was no doubt overlooked by Black. Mr. Stanley evidently calculated upon the following continuation:—

40. B. takes Kt.	40. R. takes P.
41. B. to Kt. fifth	41. R. takes P. (check)
42. Kt. to K. second	42. R. takes Kt. (check)
43. K. takes R.	43. R. takes R.

with a winning game.

(*m*) An important move.

(*n*) If "K. to Kt. third," then "B. to Q. second," "R. takes R.," Kt checks and wins.

Game II.

Between the same opponents.

White. (Mr. Stanley.)	*Black.* (Herr Kolisch.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to Q. B. third	2. Kt. to K. B. third
3. B. to Q. B. fourth	3. P. to Q. B. third
4. Q. to K. second	4. P. to Q. Kt. fourth
5. B. to Q. Kt. third	5. P. to Q. R. fourth
6. P. to Q. R. fourth	6. P. to Q. Kt. fifth
7. Kt. to Q. square	7. B. to Q. B. fourth
8. Kt. to K. B. third	8. P. to Q. third (*a*)
9. Castles	9. Castles
10. P. to Q. third	10. B. to Q. R. third
11. B. to K. Kt. fifth	11. Q. Kt. to Q. second
12. Q. Kt. to K. third	12. Q. to Q. B. second
13. Q. Kt. to K. B. fifth	13. P. to Q. fourth
14. Q. to Q. second	14. P. takes P.
15. B. takes Kt.	15. Kt. takes B.
16. Q. to K. Kt. fifth	16. Kt. to K. square
17. Kt. takes K. P.	17. K. to R. square
18. Kt. to K. R. fourth (*b*)	18. B. to K. second

19. Q. to K. R. fifth	19. B. takes Kt.
20. B. takes K. B. P.	20. R. takes B.
21. Kt. takes R. (check)	21. K. to Kt. square
22. Kt. to R. sixth (check)	22. P. takes Kt.
23. Q. takes B.	23. P. takes P.
24. P. takes P.	24. B. takes P.
25. K. R. to K. square	25. B. to K. Kt. third
26. R. to K. seventh	26. Q. to Q. third
27. Q. R. to K. square	27. Kt. to K. Kt. second
28. Q. to K. Kt. fourth	28. R. to Q. square
29. P. to K. R. third	29. Kt. to K. B. fourth
30. K. R. to K. sixth	30. Q. to Q. fifth
31. Q. to K. B. third	31. Q. takes Q. Kt. P.
32. Q. takes Q. B. P.	32. Q. to Q. fifth
33. Q. to Q. R. sixth	33. Kt. to K. Kt. second
34. K. R. to K. fifth	34. P. to Q. Kt. sixth
35. Q. takes P.	35. P. to Q. Kt. seventh
36. K. R. to Q. Kt. fifth	36. R. to Q. B. square
37. R. to Q. fifth	37. Q. to K. B. third
38. K. R. to Q. square	38. R. to Q. Kt. square
39. Q. to Q. fifth (check)	39. Q. to B. second
40. Q. to K. fifth	40. Q. to Q. Kt. sixth
41. K. R. to Q. seventh	41. Kt. to K. square
42. K. to R. second	42. P. queens
43. R. takes Q.	43. B. takes R.
44. P. to Q. R. fifth	44. R. to R. square
45. P. to K. Kt. third (*c*)	45. Q. to Q. R. seventh
46. Q. to K. third	46. Kt. to K. B. third
47. R. to Q. second	47. Q. takes P.
48. Q. to Q. Kt. third (check)	48. K. to R. square
49. Q. to Q. Kt. second	49. R. to K. B. square
50. R. to Q. sixth	50. Q. to K. B. fourth
51. K. to Kt. second	51. B. to K. fifth (check)

And White resigns.

Notes.

(*a*) "Q. to K. second" would, perhaps, have been more attacking.

(*b*) A fatal move, losing a piece, necessarily. "Q. to K. B. fourth" seems the best play.

(*c*) Necessary, as Black threatens to play "Q. to Q. Kt. square."

GAME III.

Between the same opponents.

White. (Herr KOLISCH.)	*Black.* (Mr. STANLEY.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. B. to Q. third	3. P. takes P.
4. B. takes P.	4. Kt. to K. B. third
5. B. to Q. third	5. B. to K. second
6. Kt. to K. B. third	6. Castles
7. Castles	7. Kt. to Q. B. third
8. B. to K. third	8. B. to Q. third
9. Kt. to Q. B. third	9. Kt. to K. second
10. Q. to K. second	10. P. to Q. B. third
11. B. to K. Kt. fifth	11. Kt. to Kt. third
12. Q. R. to Q. square	12. P. to K. R. third
13. B. takes Kt.	13. Q. takes B.
14. Kt. to K. fourth	14. Q. to K. second
15. Kt. takes B.	15. Q. takes Kt.
16. Kt. to K. fifth	16. Kt. to K. second
17. K. R. to K. square (*a*)	17. P. to K. B. fourth
18. B. to Q. B. fourth	18. P. to Q. Kt. fourth
19. B. to Q. Kt. third	19. P. to Q. R. fourth
20. P. to Q. R. third	20. P. to K. B. fifth (*b*)
21. Q. to K. fourth	21. Kt. to Q. fourth
22. R. to Q. third	22. B. to Kt. second
23. Kt. to Kt. fourth	23. R. to K. B. second (*c*)
24. Q. to Kt. sixth	24. K. to B. square (*d*)
25. R. takes P.	25. R. to K. second (*e*)
26. Q. to B. fifth (check)	26. K. to K. square
27. B. takes Kt.	27. P. takes B.
28. Kt. to B. sixth (check)	

And wins.

Notes.

(*a*) White thus early in the game has already obtained a fine position.

(*b*) A weak move.

(*c*) If "Q. R. to K. square," then follows "Kt. takes R. P. (check)," "P. takes Kt.," "Q. to Kt. sixth (check)," and mates in three moves.

(*d*) There was no better move.

(*e*) Cleverly played; but the game is beyond recovery.

Game in the Second Match between Herr KOLISCH and Mr. MAUDE.

(*Remove White's Queen's Knight.*)

White. (Herr KOLISCH.)	*Black.* (Mr. MAUDE.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. Kt. to K. B. third
7. Q. to Q. B. second	7. Castles
8. P. to Q. fourth	8. P. to Q. third
9. P. takes P.	9. Kt. takes P.
10. Kt. takes Kt.	10. P. takes Kt.
11. B. to Q. R. third	11. P. to Q. B. fourth
12. P. to K. B. fourth	12. Q. to Q. B. second
13. P. to K. B. fifth	13. B. to Q. second
14. R. to K. B. third	14. P. to Q. Kt. fourth
15. B. to K. B. square	15. P. to Q. Kt. fifth
16. B. to Q. B. square	16. B. to Q. B. third
17. R. to K. third	17. B. to Q. Kt. third
18. P. to Q. B. fourth	18. Q. R. to Q. square
19. B. to Q. Kt. second	19. R. to Q. fifth
20. B. to Q. third	20. R. to Q. second
21. Q. to K. second	21. K. R. to Q. square
22. K. R. to Q. square	22. B. to Q. R. fifth
23. R. to K. square	23. P. to Q. Kt. sixth
24. P. takes P.	24. B. takes P.
25. P. to K. Kt. fourth	25. Kt. takes K. P.
26. B. takes K. P.	26. Q. takes B.
27. R. takes Kt.	27. Q. to Q. third
28. R. to K. eighth (check)	28. R. takes R.
29. Q. takes R. (check)	29. Q. interposes
30. Q. takes R.	

And Black resigns.

Herr KOLISCH has been playing a second Match with Mr. MAUDE, at the London Chess Club, the former giving the odds of half a Knight. The conditions were, Herr KOLISCH to give in five games the Knight, and to play five games on even terms. The score stood at the conclusion of the Match, Herr KOLISCH 5, Mr. MAUDE 3.

Games played at the DIVAN, August 28, 1860, between Herr HARRWITZ and Mr. MORISKY.

GAME I.

(*Remove White's Q. R.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. MORISKY.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to Kt. fifth
5. Kt. to K. fifth	5. P. to K. R. fourth
6. B. to B. fourth	6. Kt. to K. R. third
7. P. to Q. fourth	7. P. to Q. third
8. Kt. to Q. third	8. B. to K. second
9. Q. B. takes P.	9. Q. Kt. to B. third
10. Castles	10. P. to K. B. third
11. P. to Q. B. third	11. P. to Q. R. third
12. P. to Q. Kt. fourth	12. P. to Q. Kt. fourth
13. B. to Q. fifth	13. B. to Q. second
14. Q. Kt. to R. third	14. R. to Q. Kt. square
15. Q. Kt. to B. second	15. B. to B. square
16. Q. Kt. to K. third	16. Kt. to K. second
17. B. to Q. Kt. third	17. Q. Kt. to K. Kt. third
18. B. to K. Kt. third	18. Q. to K. second
19. Q. Kt. to Q. fifth	19. Q. to Kt. second
20. Kt. takes K. B. P. (check)	20. K. to Q. square
21. Kt. takes R. P.	21. Q. to K. second
22. Q. to K. square	22. B. to Kt. second
23. Q. to Q. second	23. R. to K. B. square
24. R. to K. square	24. Kt. to Kt. square
25. P. to K. fith	25. B. to R. third
26. P. takes P.	26. B. takes Q.

And White mates in two moves.

Game II.

Between the same Opponents.

(*Remove White's Q. R.*)

White. (Herr Harrwitz.)	*Black.* (Mr. Morisky.)
1. P. to K. fourth	1. P. to K. third
2. P. to K. B. fourth	2. P. to Q. third
3. Kt. to K. B. third	3. B. to K. second
4. P. to Q. fourth	4. P. to Q. R. third
5. P. to Q. B. fourth	5. P. to Q. B. fourth
6. P. to Q. fifth	6. Kt. to K. B. third
7. Q. Kt. to B. third	7. P. takes P.
8. Q. B. P. takes P.	8. P. to Q. Kt. fourth
9. P. to K. fifth	9. P. takes P.
10. P. takes P.	10. Kt. to Kt. fifth
11. P. to Q. sixth	11. B. to Q. Kt. second
12. B. to K. second	12. B. to K. B. square
13. Castles	13. Kt. to Q. second
14. Q. B. to K. B. fourth	14. R. to Q. B. square
15. R. to K. square	15. Q. to Q. Kt. third
16. B. to K. Kt. third	16. P. to K. R. fourth
17. P. to K. R. third	17. B. takes Kt.
18. B. takes B.	18. P. to Q. B. fifth (check)
19. K. to R. square	19. Kt. to B. seventh (check)
20. B. takes Kt.	20. Q. takes B.
21. P. to K. sixth	21. P. takes P.
22. R. takes P. (check)	22. K. to Q. square
23. Kt. to K. fourth	23. Q. to R. fifth
24. Q. to Q. second	24. R. to B. third
25. Kt. to Kt. fifth	25. P. to B. sixth
26. B. takes R.	26. P. takes Q.

And White mated in three moves.

GAME III.

Between the same Opponents.

Herr HARRWITZ giving the odds of the Queen's Rook and first move.

(*Remove White's Queen's Rook.*)

Black. (Mr. MORISKY.)	*White.* (Herr HARRWITZ.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. Kt. to K. B. third	2. P. to Q. R. third
3. P. to Q. R. fourth	3. Kt. to Q. B. third
4. B. to B. fourth	4. P. to K. third
5. Kt. to B. third	5. P. to K. Kt. third
6. P. to Q. third	6. B. to Kt. second
7. Castles	7. P. to Q. third
8. B. to K. third	8. K. Kt. to K. second
9. R. to Kt. square	9. Castles
10. Kt. to K. second	10. P. to B. fourth
11. B. to K. Kt. fifth	11. P. takes P.
12. P. takes P.	12. R. takes Kt.
13. P. takes R.	13. Kt. to K. fourth
14. B. takes Kt.	14. Q. takes B.
15. P. to Kt. third	15. Kt. takes P. (check)
16. K. to R. square	16. Q. to R. fifth
17. K. to Kt. second (*a*)	17. Q. takes K. P.
18. Kt. to Kt. third	18. Kt. to K. eighth (double ch.)
19. K. to R. third	19. Q. to Kt. seventh (check)
20. K. to Kt. fourth	20. P. to R. fourth (check)
21. K. to Kt. fifth	21. Kt. to B. sixth (check)
22. K. takes P.	22. B. to Q second
23. K. takes P. (*b*)	

White mates in two moves.

Notes.

(*a*) If 17. Q. takes P. | then 17. B. to K. fourth
18. B. takes P. (check) | 18. K. to Kt. second, and wins.

(*b*) Bad as this appears, the game could not have been saved; for instance—

23. B. takes P. (check)	23. B. takes B.
24. Q. takes P.	24. Kt. to K. fourth (check)
25. K. to Kt. fifth	25. Kt. to B. second (check)
26. K. to B. fourth	26. B. to R. third (ch.) and mate.

Game played, Sept. 3, 1860, between Mr. ROBEY and Herr HARRWITZ.
(*Remove Black's K. B. P.*)

White. (Mr. ROBEY.)	*Black.* (Herr HARRWITZ.)
1. P. to K. fourth	1. Kt. to Q. B. third
2. P. to Q. fourth	2. P. to K. fourth
3. P. to Q. fifth	3. Q. Kt. to K. second
4. P. to K. B. fourth	4. Kt. to Kt. third
5. B. to Q. third	5. P. takes P.
6. Kt. to K. B. third	6. B. to B. fourth
7. Q. to K. second	7. K. Kt. to K. second
8. B. to Q. second	8. P. to Q. third
9. P. to Q. Kt. fourth	9. B. to Kt. third
10. P. to Q. B. fourth	10. P. to Q. R. third
11. Kt. to R. third	11. Castles
12. Kt. to B. second	12. B. to Kt. fifth
13. B. to B. third	13. P. to B. third
14. P. to K. R. third	14. B. to K. R. fourth
15. Q. Kt. to Q. fourth	15. K. B. takes Kt.
16. B. takes B.	16. Kt. to R. fifth
17. P. to K. fifth	17. K. Kt. to B. fourth
18. Q. to K. fourth	18. B. takes Kt.
19. P. takes B.	19. P. takes K. P.
20. B. to K. B. second	20. P. takes P
21. P. takes P.	21. R. to Q. B. square
22. R. to K. Kt. square	22. P. to K. Kt. third
23. K. to Q. second	23. Q. to B. third
24. R. to Kt. fourth	24. Kt. to Q. third
25. Q. to K. second	25. Kt. takes P. (check)
26. Q. takes Kt.	26. P. to K. fifth
27. B. takes P.	27. Q. to Kt. seventh (check)
28. K. to Q. square	28. Q. takes R. (check)
29. K. to K. second	29. Kt. takes B.
30. Q. to Q. third	30. Q. to Kt. seventh (check)
31. K. to B. third	

And Black mates in two moves.

No. 101. Chess Study by Herr HORWITZ.

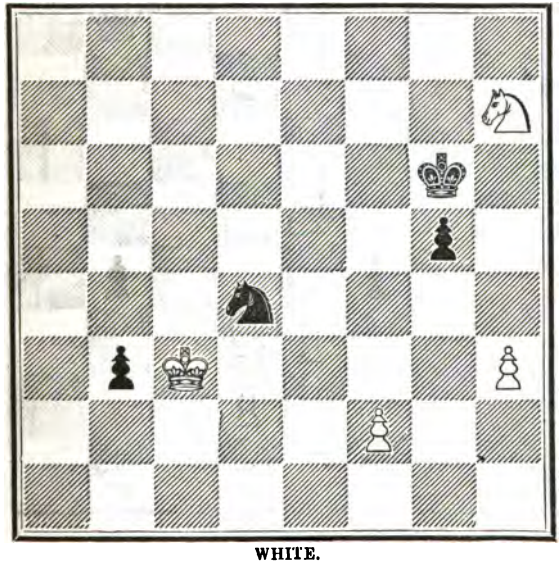
BLACK.

WHITE.

White to move and win.

No. 102. This Position occurred in actual play, while contesting against five of the Stourbridge Chess Club. White, Herr KLING.

BLACK.

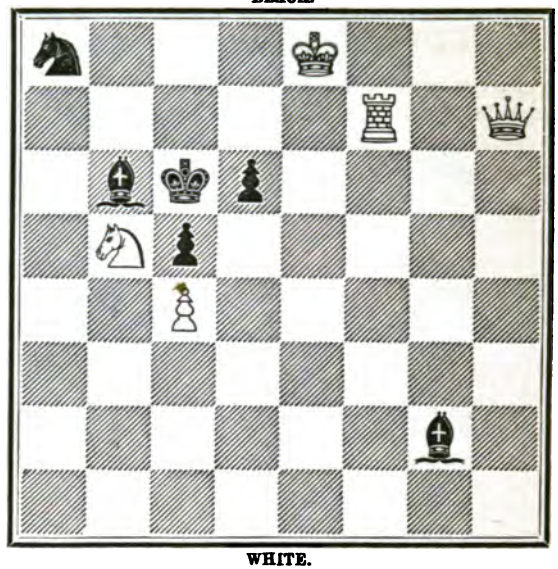


WHITE.

White to move and draw.

No. 103. Problem by F. HEALEY, Esq.

BLACK.

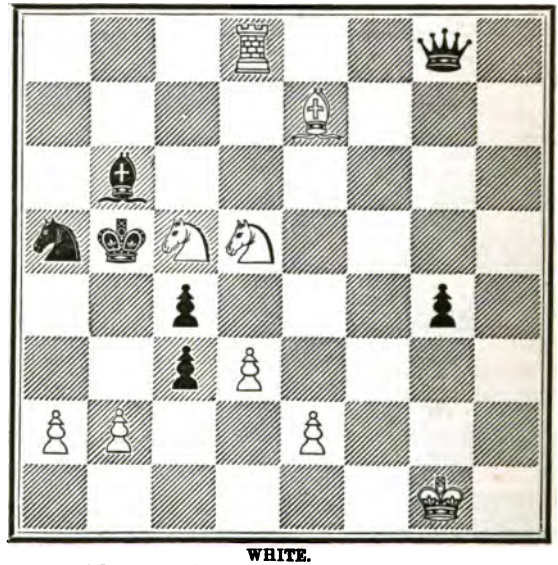


WHITE.

White to play and mate in three moves.

No. 104. Problem by R. B. WORMALD, Esq.

BLACK.



WHITE.

White to play, and mate in five moves.

CHESS IN THE PROVINCES.

THE Match at Ipswich between Mr. JOHN GOCHER, who is by far the best player in the Eastern Counties, and Mr. BRIEN, has come to an end. Mr. BRIEN being on a visit to Harwich and Ipswich, for the purpose of recruiting his health, a Match between so good a player as Mr. GOCHER and himself, became almost a necessity. The score gave Mr. GOCHER 7 games, Mr. BRIEN 3, and 3 drawn. Mr. BRIEN lost all the ordinary games played previously to the Match. Mr. THOMAS GOCHER, also an excellent player, was the umpire.

GAME I.

Black. (Mr. BRIEN.)	*White.* (Mr. GOCHER.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to Q. B. third	2. P. to Q. fourth
3. Kt. to K. B. third	3. P. to K. B. third
4. B. to K. second	4. P. takes P.
5. Q. to Q. R. fourth (check)	5. Kt. to Q. B. third
6. Q. takes P. at K. fourth	6. B. to Q. third
7. B. to Q. Kt. fifth	7. B. to Q. second
8. P. to Q. fourth	8. Q. to K. second
9. Castles	9. P. to K. B. fourth
10. Q. to Q. B. second	10. P. to K. fifth
11. R. to K. square	11. Kt. to K. B. third
12. P. to Q. B. fourth	12. Kt. to Q. Kt. fifth
13. B. takes B. (check)	13. Kt. takes B.
14. Q. to Q. Kt. third	14. P. to Q. Kt. third
15. P. to Q. R. third	15. Kt. to Q. sixth
16. B. to K. Kt. fifth	16. Kt. to K. B. third
17. R. to K. second	17. Castles on Q. side
18. Kt. to Q. B. third	18. Q. to K. B. second (*a*)
19. Kt. to Q. Kt. fifth (*b*)	19. P. takes K. Kt.
20. Kt. takes B. (check)	20. R. takes Kt.
21. R. to Q. second	21. Kt. to K. fifth
22. Q. takes Kt.	22. Kt. takes B.
23. P. to Q. Kt. fourth	23. Kt. to K. R. sixth (check (*c*)
24. K. to K. R. square	24. P. takes P. (check)

And wins.

Notes.

(*a*) Clearly a move overlooked by Black.

(*b*) The game is lost, as "B. takes K. R. P. (check)" is threatened. The move in the text has the poor advantage of changing the position on the board.

(*c*) Finished with characteristic neatness.

Game II.

Between the same opponents.

White. (Mr. Gocher.)	*Black.* (Mr. Brien.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth
5. Kt. to K. fifth	5. Kt. to K. B. third
6. Kt. takes P. at K. Kt. fourth	6. Kt. takes P.
7. P. to Q. third	7. Kt. to K. Kt. sixth
8. B. takes P.	8. Kt. takes R.
9. Q. to K. second (check)	9. Q. to K. second
10. Kt. to K. B. sixth (check)	10. K. to Q. square
11. B. takes Q. B. P. (check)	11. K. takes B.
12. Kt. to Q. fifth (check)	12. K. to Q. square
13. Kt. takes Q.	13. B. takes Kt.
14. Q. to K. Kt. fourth	14. R. to K. square
15. B. to K. second	15. B. to K. B. third (*a*)
16. P. to Q. fourth	16. Kt. to Q. B. third
17. P. to Q. B. third	17. P. to Q. third
18. Q. to K. B. fourth	18. K. to Q. B. second
19. Kt. to Q. R. third (*b*)	19. P. to Q. R. third
20. K. to Q. second	20. B. to K. third
21. R. takes Kt.	21. B. to K. R. square
22. Kt. to Q. B. fourth	22. B. takes Kt.
23. B. takes B.	23. P. to K. B. third
24. P. to K. Kt. fourth	24. Q. R. to Q. square
25. R. to K. R. third	25. K. R. to K. second
26. R. to K. third	26. Q. R. to K. square
27. R. takes R. (check)	27. R. takes R.
28. Q. to K. R. sixth	28. K. to Q. second
29. B. to Q. third	29. Kt. to Q. square

30. B. takes K. R. P.	30. B. to K. Kt. second
31. B. to K. B. fifth (check)	31. K. to Q. B. second
32. Q. to K. B. fourth	32. Kt. to K. B. second
33. P. to K. Kt. fifth	33. K. to Q. square
34. B. to K. Kt. sixth	34. P. takes Kt. P.
35. P. takes P.	35. Kt. to K. R. square
36. Q. takes Q. P. (check)	36. R. to Q. second
37. Q. to Q. Kt. eighth (check)	37. K. to K. second
38. B. to K. B. fifth	

And wins.

Notes.

(*a*) Showy, but unsound. (*b*) Correct play.

GAME III.

Between the same Opponents.

Black. (Mr. BRIEN.)	*White.* (Mr. GOCHER.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to K. second
5. Castles	5. Kt. to K. B. third
6. Q. takes P.	6. Kt. to Q. B. third
7. B. to Q. Kt. fifth (*a*)	7. B. to Q. second
8. B. takes Kt.	8. B. takes B.
9. Kt. to Q. B. third	9. Castles
10. R. to K. square	10. Q. to Q. second
11. P. to K. R. third	11. Kt. to K. square
12. B. to K. B. fourth	12. B. to K. B. third
13. P. to K. fifth	13. P. takes P. (*b*)
14. Q. takes Q.	14. B. takes Q.
15. B. takes P.	15. B. takes B.
16. Kt. takes B.	16. B. to K. third
17. Q. R. to Q. square	17. Kt. to Q. third
18. Kt. to K. fourth	18. Kt. takes Kt.
19. R. takes Kt.	19. K. R. to Q. square
20. Kt. to Q. third	20. B. takes Q. R. P. (*c*)
21. P. to Q. Kt. third	21. P. to Q. Kt. fourth

22. R. to K. third (*d*)	22. P. to Q. B. fourth
23. R. to Q. R. square	23. P. to Q. B. fifth
24. Kt. to Q. Kt. fourth	24. P. takes P.
25. P. takes P.	25. B. takes P.
26. R. takes B.	26. R. to Q. second
27. Kt. to Q. B. sixth	27. R. to Q. Kt. second
28. R. to Q. R. fifth	28. P. to Q. R. third
29. Kt. to Q. Kt. fourth	29. R. at Q. Kt. second to Q. R. second
30. R. at Q. Kt. third to Q. R. third	30. K. to K. B. square
31. R. takes R. P.	31. R. takes R.
32. R. takes R.	32. R. takes R.
33. Kt. takes R.	33. K. to K. second
34. K. to K. B. square	34. K. to Q. third
35. K. to K. second	35. K. to K. fourth
36. K. to Q. third	36. P. to K. Kt. fourth
37. Kt. to Q. Kt. fourth	37. P. to K. B. fourth
38. Kt. to Q. B. sixth (check)	38. K. to B. fifth

Black mates in five moves.

Notes.

(*a*) This mode of play does not afford so rapid a development as the ordinary opening does, but, at the same time, is not very dangerous.

(*b*) If the Bishop had retreated, a position of a more complex nature would have arisen.

(*c*) This is unsound, as there is one variation which prevents him from withdrawing his Bishop.

(*d*) Protecting the Knight, and also, ultimately, a Pawn at Q. Kt. third. Had he attacked the Bishop, &c., he might, after "B. takes P.," and "R. takes Kt.," have captured Q. R. P. with Rook, but the move in the text is the proper play.

GAME IV.

Between the same Opponents.

White. (Mr. GOCHER.)	*Black.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to Q. fourth
2. P. takes P.	2. Q. takes P.
3. Kt. to Q. B. third	3. Q. to Q. R. fourth
4. Kt. to K. B. third	4. P. to Q. B. third
5. B. to Q. B. fourth	5. Kt. to K. B. third

6. Castles	6. B. to K. Kt. fifth
7. P. to K. R. third	7. B. takes Kt.
8. Q. takes B.	8. Q. Kt. to Q. second
9. P. to Q. fourth	9. P. to K. third
10. B. to K. third	10. B. to K. second
11. Q. R. to Q. square	11. Castles on K. side
12. B. to Q. third	12. K. R. to K. square
13. B. to K. B. fourth	13. P. to K. fourth
14. P. takes K. P.	14. Kt. takes K. P.
15. B. takes Kt.	15. Q. takes B.
16. K. R. to K. square	16. Q. to Q. B. second
17. Kt. to K. fourth	17. Kt. takes Kt.
18. K. R. takes Kt.	18. B. to K. B. square
19. Q. R. to K. square	19. R. takes R.
20. R. takes R.	20. R. to Q. square
21. R. to Kt. fourth	21. R. to K. square
22. P. to K. Kt. third	22. P. to K. Kt. third
23. P. to K. R. fourth	23. R. to K. fourth
24. B. to Q. B. fourth	24. P. to Q. Kt. fourth
25. B. to Q. Kt. third	25. P. to Q. B. fourth
26. B. to Q. fifth	26. B. to K. R. third
27. R. to K. fourth	27. R. takes R.
28. Q. takes R.	28. P. to Q. Kt. fifth
29. P. to K. R. fifth	29. P. takes R. P.
30. Q. to K. B. fifth	30. B. to K. Kt. second
31. P. to Q. Kt. third	31. P. to K. R. third
32. Q. takes R. P.	

Drawn Game.

The above game does not require any comment; it is played with care and steadiness, but is not of a suggestive character.

GAME V.

Between the same Opponents.

Black. (Mr. BRIEN.)	*White.* (Mr. GOOCHER.)
1. P. to Q. fourth	1. P. to K. B. fourth
2. P. to K. fourth (*a*)	2. P. takes P.
3. Kt. to Q. B. third	3. Kt. to K. B. third

4. B. to K. Kt. fifth	4. P. to Q. B. third
5. B. takes Kt.	5. K. P. takes B.
6. Kt. takes K. P.	6. P. to Q. fourth
7. Kt. to K. Kt. third	7. Q. to Q. Kt. third
8. Q. to K. second (check)	8. K. to Q. square
9. Castles	9. Kt. to Q. R. third
10. P. to Q. R. third	10. Kt. to Q. B. second
11. Kt. to K. B. third	11. Kt. to Q. Kt. fourth
12. Q. to K. third	12. B. to Q. third
13. P. to Q. B. fourth	13. R. to K. square
14. P. to Q. B. fifth (*b*)	14. R. takes Q.
15. P. takes Q.	15. R. to K. second
16. B. takes Kt.	16. P. takes B.
17. P. takes R. P.	17. Q. R. takes P.
18. K. R. to K. square	18. R. to Q. B. second (check)
19. K. to Q. Kt. square	19. P. to Q. Kt. fifth
20. P. takes Q. Kt. P. (*c*)	20. B. takes Kt.

And wins.

Notes.

(*a*) Not so good as "P. to Q. B. fourth."

(*b*) By some of these games, Black, whatever be the cause, seems to have sustained loss of quality and soundness. Neither of these deficiencies can avoid giving the advantage to an opponent of so good a form and so complete an accuracy as Mr. Gocher is.

(*c*) An oversight; but play as Black might, he must have lost the game.

The Match between Mr. JOHN WATKINSON, of Huddersfield, and Mr. M. E. WERNER, of Bradford, which was referred to in our columns some time ago, has at length commenced. Mr. WATKINSON has scored the only one yet played. The winner of five games is to be the victor. The stakes are a Staunton set of Chessmen, and the Royal Opening is to be adopted in every game.

The games are to be played alternately at Huddersfield and Bradford.

GAME I.

(*Muzio Gambit.*)

Black. (Mr. WERNER.)	*White.* (Mr. WATKINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth

4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. P. to K. fifth	7. Q. takes P.
8. P. to Q. third	8. B. to K. R. third
9. B. to Q. second	9. Kt. to K. second
10. Kt. to Q. B. third	10. P. to Q. B. third
11. Q. R. to K. square	11. Q. to Q. B. fourth (check)
12. K. to R. square	12. P. to Q. fourth
13. Q. to K. R. fifth	13. Q. to Q. third
14. B. to Q. Kt. third	14. K. R. to Kt. square
15. B. takes Q. P.	15. P. takes B.
16. Kt. takes P.	16. R. to K. Kt. fourth
17. R. takes Kt. (check)	17. Q. takes R.
18. Q. takes B.	18. R. takes Kt.
19. Q. takes R. P.	19. B. to K. third
20. R. to K. square	20. Kt. to Q. second
21. Q. to Kt. eighth (check)	21. Kt. to K. B. square
22. B. takes K. B. P.	22. Q. R. to B. square
23. R. to K. second	23. Q. to Q. Kt. fifth
24. Q. to K. Kt. third	24. R. to K. B. fourth
25. P. to Q. B. fourth	25. Q. to Q. third
26. B. to K. third	26. Q. takes Q.

And wins.

Game played at the Cambridge Meeting of the BRITISH CHESS ASSOCIATION, between Herr KOLISCH and Mr. GEAKE, at the odds of a Knight.

(*Remove White's Queen's Knight*).

White. (Herr KOLISCH.)	*Black.* (Mr. GEAKE.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. to K. fifth	3. P. to Q. B. fourth
4. Kt. to K. B. third	4. Kt. to Q. B. third
5. B. to K. second	5. P. takes P.
6. Castles	6. B. to Q. B. fourth
7. K. to K. R. square	7. Q. to Q. B. second

8. R. to K. square	8. B. to Q. second
9. B. to Q. third	9. P. to K. R. third
10. P. to Q. R. third	10. Kt. to K. second
11. P. to Q. Kt. fourth	11. B. to Q. Kt. third
12. B. to Q. second	12. P. to Q. R. third
13. Kt. to K. R. fourth	13. Q. to Q. Kt. square
14. Q. to K. R. fifth	14. B. to Q. B. second
15. P. to K. B. fourth	15. Kt. to Q. R. second
16. P. to K. B. fifth	16. K. P. takes P.
17. P. to K. sixth	17. B. takes P.
18. R. takes B.	18. B. takes P.
19. Kt. takes P.	19. Kt. to Q. B. third
20. Kt. takes P. (check)	20. K. to Q. second
21. Q. takes B. P.	21. R. to K. B. square
22. R. takes Kt. (check)	22. Kt. takes R.
23. B. to B. fifth (check)	23. K. to B. third
24. Q. takes Kt.	24. B. to Q. third
25. Q. to K. sixth	25. K. to B. second
26. B. to K. B. fourth	26. B. takes B.
27. Q. to K. seventh (check)	

And mates next move.

BLINDFOLD CHESS.

A game played September 21, 1860, in the IPSWICH CHESS CLUB. Mr. BRIEN playing blindfold.

White. (Mr. ——, A Member of the Club.)	*Black.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to. K. fourth
2. B. to Q. B. fourth	2. Kt. to K. B. third
3. Kt. to Q. B. third	3. B. to Q. Kt. fifth
4. P. to Q. third	4. B. takes Kt. (check)
5. P. takes B.	5. P. to K. R. third
6. Kt. to K. B. third	6. P. to Q. third
7. P. to K. R. third	7. Castles
8. Castles	8. B. to K. third
9. B. to Q. Kt. third	9. Kt. to Q. B. third
10. B. to Q. Kt. second	10. P. to Q. R. fourth

11. B. to Q. R. fourth	11. Kt. to K. second
12. P. to Q. B. fourth	12. Kt. to K. Kt. third
13. B. to Q. B. square	13. Kt. to K. R. second
14. P. to Q. B. third	14. P. to K. B. fourth
15. P. takes P.	15. R. takes P.
16. B. to Q. B. second	16. Q. to K. B. third
17. P. to Q. fourth	17. R. takes Kt. (*a*)
18. Q. takes R.	18. Q. takes Q.
19. P. takes Q.	19. Kt. to K. R. fifth
20. B. to K. fourth	20. B. takes K. R. P.
21. P. to Q. fifth	21. Kt. to K. Kt. fourth
22. B. takes Kt.	22. P. takes B.
23. K. R. to Q. square	23. K. to K. B. second
24. R. to Q. third	24. R. to K. R. square
25. P. to K. B. fourth	25. P. to K. Kt. fifth
26. R. takes B.	26. P. takes R.
27. P. takes P.	27. P. takes P.
28. K. to K. R. second	28. Kt. to K. Kt. third
29. B. takes Kt. (check)	29. K. takes B.
30. R. to K. Kt. square (check)	30. K. to K. B. third
31. R. to K. Kt. third	31. P. to K. Kt. fourth
32. R. to K. Kt. fourth	32. K. to K. B. fourth
33. P. to K. B. third	33. P. to Q. Kt. third (*b*)
34. P. to Q. R. fourth	34. R. to K. R. fifth
35. K. to K. Kt. third	35. P. to K. fifth (*c*)
36. P. takes P. (check)	36. K. to K. Kt. third
37. R. takes R.	37. P. takes R. (check)
38. K. takes P. at K. R. third	38. K. to K. B. third
39. K. takes P.	39. K. to K. fourth
40. K. to K. Kt. fifth	40. K. takes K. P.
41. K. to K. B. sixth	41. K. to Q. sixth
42. K. to K. sixth	42. K. takes P. at Q. B. sixth (*d*)

Drawn game, as all the Black Pawns fall, and the White also, with the exception of the Q. R. Pawn, which is of no use in the present position.

Notes.

(*a*) This sacrifice is a fair venture in a holiday game.
(*b*) Decisive, if correctly followed.

(*c*) Negligent and unnecessary. Instead of refining, as in text, he would have won by simply taking the Rook.

(*d*) The latter portion of this game having been played after the time at which the proceedings of the Club close, Black precipitates matters. "K. takes P. at Q. B. fifth" would doubtless win the game in detail.

Game between Mr. J. A. MILES, of Fakenham, and another AMATEUR.

White. (Mr. MILES.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. Kt. to K. B. third
3. Kt. to K. B. third	3. Kt. to Q. B. third
4. P. to Q. third	4. K. B. to Q. B. fourth
5. Q. B. to K. Kt. fifth	5. Castles
6. P. to Q. B. third	6. P. to K. R. third
7. B. takes Kt.	7. Q. takes B.
8. Castles	8. Q. Kt. to K. second
9. P. to Q. fourth	9. P. takes P.
10. P. takes P.	10. B. to Q. Kt. third
11. Q. Kt. to B. third	11. P. to Q. third
12. Q. Kt. to Q. Kt. fifth	12. Q. to Kt. third
13. K. R. to K. square	13. P. to Q. R. third
14. Q. Kt. to B. third	14. Q. B. to K. Kt. fifth
15. Q. Kt. to Q. fifth	15. Kt. takes Kt.
16. B. takes Kt.	16. P. to Q. B. third
17. B. to Kt. third	17. K. B. takes P.
18. B. to B. second	18. B. to Q. B. fourth
19. Q. R. to Q. B. square	19. Q. to K. third
20. Q. to Q. third	20. B. takes Kt.
21. P. to K. fifth	21. Q. to K. Kt. third
22. Q. takes B.	22. Q. to Kt. fourth
23. P. takes P.	23. B. takes P.
24. Q. R. to Q. square	24. Q. R. to K. square
25. R. takes R.	25. R. takes R.
26. P. to K. Kt. third	26. Q. to K. fourth
27. B. to Kt. third	27. R. to K. B. square
28. K. to Kt. second	28. B. to Q. B. fourth
29. R. to Q. seventh	29. Q. to K. square
30. R. takes Q. Kt. P.	30. K. to R. square

31. R. to Q. B. seventh	31. P. to K. B. fourth
32. Q. to Q. B. third	32. Q. to K. fifth (check)
33. K. to Kt. square	33. B. to Q. fifth
34. Q. takes Q. B. P.	34. Q. to K. eighth (check)
35. K. to Kt. second	35. Q. takes P. (check)
36. K. to R. third	36. B. to K. B. third
37. R. to K. B. seventh	37. R. to Q. square
38. R. takes B.	38. Q. to K. B. eighth (check)
39. K. to R. fourth	39. P. to Kt. fourth
40. K. to R. fifth	40. Q. to K. seventh (check)
41. K. to Kt. sixth	41. P. to K. B. fifth
42. R. to K. B. eighth (check)	42. R. takes R.
43. Q. to Q. B. third (check)	

And wins.

Game between Herr HARRWITZ and Mr. ZYTOGORSKI.

White. (Herr HARRWITZ.)	*Black.* (Mr. ZYTOGORSKI.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. B. to B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to B. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Kt. third
9. P. to K. R. third	9. P. to K. R. third
10. Kt. to Q. B. third	10. K. Kt. to K. second
11. B. to K. third	11. Castles
12. K. Kt. to R. fourth	12. Q. Kt. to R. fourth
13. B. to Q. third	13. P. to Q. fourth
14. P. to K. fifth	14. K. Kt. to Q. B. third
15. K. Kt. to B. third	15. K. Kt. to Q. Kt. fifth
16. B. to K. second	16. B. to K. B. fourth
17. P. to Q. R. third	17. K. Kt. to Q. B. seventh
18. R. to R. second	18. Kt. takes B.
19. P. takes Kt.	19. P. to Q. B. third
20. Kt. to K. R. second	20. Q. to K. Kt. fourth
21. K. R. to K. B. fourth	21. Q. B. takes K. R. P.

22. B. to Q. third	22. Q. R. to K. square
23. K. Kt. to B. third	23. Q. to Kt. sixth
24. K. to R. square	24. B. to K. Kt. fifth
25. Q. to K. B. square	25. B. takes Kt.
26. P. takes B.	26. Q. to Kt. fourth
27. Q. to K. R. third	27. B. takes Q. P
28. Q. R. to K. Kt. second	28. Q. takes K. P.
29. Q. takes R. P.	29. P. to K. B. fourth
30. P. takes B.	30. Q. to K. eighth (check)
31. K. to R. second	31. Q. R. to K. second
32. B. takes P.	32. R. takes B.
33. R. takes R.	33. Q. takes Kt.

And White announced mate in six moves.

Game between Herr HARRWITZ and Mr. MORISKY.

(*Remove White's Queen's Rook.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. MORISKY.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. B. to B. fourth
3. Kt. to K. B. third	3. P. to Q. third
4. P. to Q. B. third	4. B. to K. Kt. fifth
5. B. to B. fourth	5. B. takes Kt.
6. Q. takes B.	6. Kt. to Q. B. third
7. P. to Q. Kt. fourth	7. B. to Kt. third
8. P. to Q. R. fourth	8. P. to Q. R. third
9. P. to R. fifth	9. B. to R. second
10. P. to Q. third	10. Kt. to B. third
11. P. to B. fifth	11. Castles
12. P. to Kt. fourth	12. P. to Q. fourth
13. B. to Kt. third	13. P. takes P.
14. P. takes P.	14. Q. to Q. third
15. P. to K. Kt. fifth	15. Kt. to K. square
16. Kt. to R. third	16. R. to Q. square
17. K. to K. second	17. Kt. to B. third
18. P. takes Kt.	18. Q. takes B. P.
19. P. to R. fourth	19. P. to R. third
20. Q. to R. third	20. Q. to Q. third
21. Kt. to B. fourth	21. Q. to K. second
22. Q. to Kt. fourth	22. P. to Q. Kt. fourth
23. B. takes R. P.	23. P. to B. third
24. Kt. takes K. P. (dis. check)	24. K. to R. square
25. Kt. to Kt. sixth (check)	25. K. to R. second
26. B. to K. third	

And wins.

THE GERARD CHESS.

A New Game has been invented in France called THE GERARD CHESS, or THE GAME OF THE BATTLES.

The following introduction to the Game is by Herr KOLISCH:—

The old Chatur-Anga of the Indians, a game which was quite consonant with their military notions of bygone days, has in due course of time assumed the shape of our present game of Chess; yet it is quite different from modern strategy. Mr. Gérard, a nephew of the Marechal Gérard of the first Empire, and the inventor of the new and ingenious game, which we now lay before the public, has in a most skilful manner, endeavoured to improve the Chatur-Anga, and thus by raising the game to the level of the modern science of war, he has presented to the practitioners of the *Regence* a game which combines all the high qualities of Chess, and at the same time represents the modern way of conducting military operations. This new Chess-board has the shape of an octagon, composed of 256 squares. These squares are of different colours; the white and black ones represent the plains; the greens mean the forests, and the blue ones the rivers. The tri-coloured ones represent the so-called "squares of honour" (*cases d'honneur*); the squares "en relief" are mountains. All squares, moreover, are moveable, which in our opinion is a very original and ingenious idea. Each player receives at the commencement of the game one-half of those squares, which he may put on his own half of the Chess-board according to his own will and pleasure; thus increasing, by a judicious partition, the difficulty of his opponent entering upon his own territory. The men or pieces represent an Army. They are composed of the Commander-in-Chief or King, of the Infantry, the light and heavy Cavalry, the Artillery, the Reserves, "Escortes," etc.

I venture to predict that this game, the Rules of which form the contents of this little Pamphlet, will prove both interesting and instructive, and especially congenial to the English public, which in all times has shown a most remarkable and very creditable predilection for scientific amusements. IGNAZ KOLISCH.

SOLUTIONS TO PROBLEMS.

No. 93. *Page* 271.

White.	*Black.*
1. Q. to K. fourth	1. Any move
2. Q. R. B. or Kt. mates accordingly	

No. 94. *Page* 271.

White.	*Black.*
1. P. to Q. B. sixth (check)	1. K. takes P. (A)
2. Kt. to K. fifth (check)	2. K. to Q. fourth
3. B. to K. fourth (check)	3. K. takes B.
4. Kt. to Q. B. third, mate	
(A)	
	1. Kt. takes P.
2. Kt. takes B. (check)	2. K. to K. square
3. P. to K. Kt. seventh	3. Kt. to K. second
4. Kt. to K. B. seventh, mate	

No. 95. *Page* 272.

White.	*Black.*
1. R. to Q. square	1. R. takes R.
2. Kt. to Q. second	2. R. to K. eighth
3. K. takes K. B. P.	

and mates next move.

No. 96. *Page* 272.

White.	*Black.*
1. B. to Q. R. eighth	1. P. to Q. B. fifth
2. P. to Q. Kt. seventh	2. K. to Q. fourth
3. P. becomes Kt. (dis. check)	3. K. to K. third
4. Kt. to Q. B. sixth	4. K. to Q. fourth
5. Kt. to Q. fourth, mate	

No. 97. *Page* 287.

White.	*Black.*
1. R. to K. B. sixth (check)	1. K. takes R.
2. R. to K. B. eighth (check)	2. K. to K. third
3. R. to K. B. sixth (check) and wins	

No. 98. *Page* 287.

White.	*Black.*
1. B. to K. fifth (check)	1. K. to Kt. square (best)
2. P. to K. B. fifth	2. P. to K. third
3. P. to K. B. sixth	3. B. anywhere
4. P. to K. B. seventh (check) and wins	

No. 99. *Page* 288.

White.	*Black.*
1. Q. to K. R. eighth	1. K. takes Kt. (A)
2. Q. to K. R. second (check)	2. K. moves
3. Q. mates	
(A)	
	1. Any move
2. Kt. takes P. (check)	2. Q. takes Kt.
3. Q. to Q. Kt. eighth, mate	

No. 100. *Page* 288.

White.	*Black.*
1. Q. takes Kt. (check)	1. K. to Q. Kt. third
2. Q. to Q. B. fifth (check)	2. K. takes Q.
3. Kt. to Q. seventh, mate	

No. 105. Problem by J. C. ROLL, Esq.

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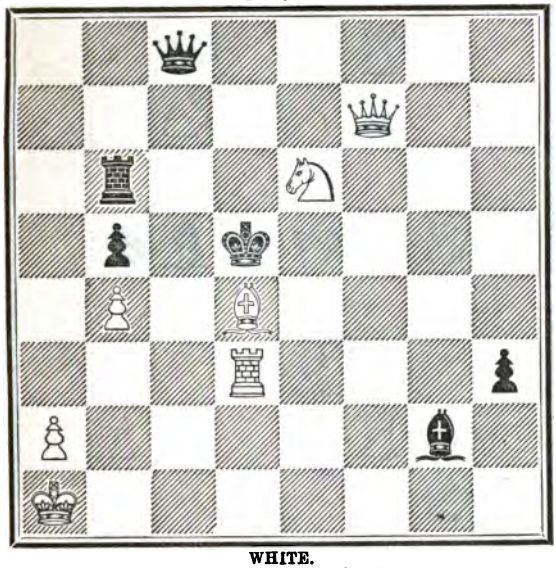

WHITE.

White to move, and mate in three moves.

No. 106. Problem by W. T. PIERCE, Esq.

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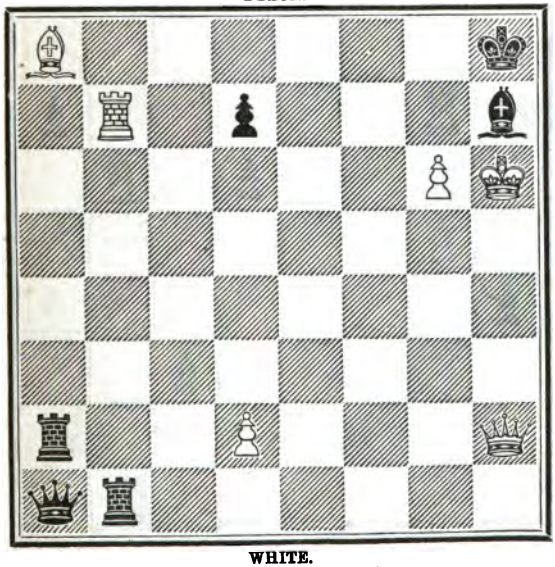

WHITE.

White to move, and mate in four moves.

No. 107. Problem by J. C. ROLL, Esq.

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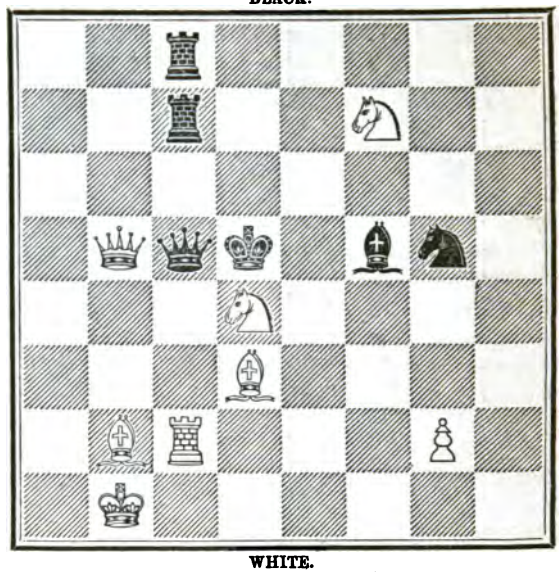
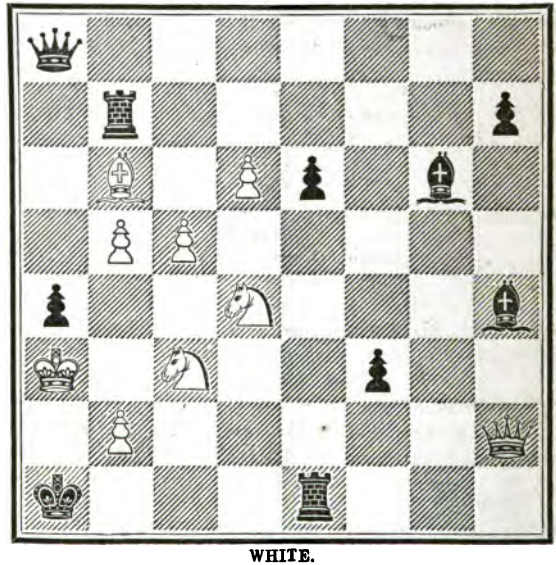


WHITE.

White to move, and checkmate in five moves.

No. 108. Problem by J. A. MILES, Esq., Fakenham.

BLACK.



WHITE.

White to play, and mate in five moves.

THE EVANS' GAMBIT.

(*Continued from page* 260.)

F.

White.	*Black.*
10. B. K. Kt. fifth	10. Kt. to K. second
11. P. to K. fifth	

This seems the strongest move to continue the attack; to check with the Q. or B. would be useless, as it would only bring the second player's pieces into play, nor would it be to any purpose to bring the Q. Kt. out at this point of the game, as it would enable Black to Castle, without leaving White the ghost of an attack; any other move than the one in question would also allow the second player to Castle with advantage.

	11. Q. takes B.
12. Q. to Q. R. fourth (check)	12. Kt. to Q. second
13. Q. takes Kt.	13. P. takes P.
14. Kt. takes P.	

If White were to play "Q. Kt. to Q. B. third" instead, Black would gain the advantage by playing "P. to K. B. third," and then "Q. to K. Kt. fifth."

	14. Q. takes P.
15. Q. to Q. R. fourth (ch.) best	15. B. to Q. second
16. Kt. takes B.	16. Q. takes Kt.
17. Q. to K. fourth	17. P. to K. B. third

and Black has decidedly the better game.

If, on the 15th move, White had taken the Kt. with the B. instead of checking with the Q., the following variation would have occurred:—

15. B. takes Kt.	15. Q. takes Q.
16. Kt. takes Q.	16. K. takes B.
17. Kt. takes B.	17. P. takes Kt.

and Black remains with two Pawns ahead.

G.

10. B. to Q. third	10. B. to K. Kt. fifth
11. P. to K. fifth, or (*a*)	11. P. takes P.
12. B. to Q. R. third, or (*b*)	12. B. takes Kt.
13. Q. takes B.	13. Q. to K. B. third
14. Q. to K. second (best)	14. Castles on Q. side

with the better game, having the advantage of two Pawns, and of the attack. Instead of Castling, Black could also bring the K. Kt. out, reserving to himself the choice of Castling on either side.

(*a*)

11. Q. Kt. to Q. second	11. Q. to Q. second
12. B. to Q. Kt. second	12. P. to K. B. third
13. P. to Q. R. fourth	

It would be evidently dangerous to play "P. to K. R. third," as Black could advantageously sacrifice the piece; but even by retiring the B., Black would get a strong attack upon the King's side.

	13. Kt. to K. second
14. B. to Q. Kt. fifth	14. P. to Q. B. third
15. P. takes P.	15. P. takes P.
16. B. to Q. B. fourth	16. B. takes Kt.
17. Q. takes B.	17. Kt. takes B.
18. Kt. takes Kt.	18. Castles on K. side
19. B. to Q. R. third	19. B. to Q. fifth
20. Q. to Q. Kt. third	20. Q. to K. third
21. Q. R. to Q. square	21. Q. R. to Q. Kt. square
22. Q. to Q. R. second	22. P. to Q. B. fourth

and Black has the better game.

(*b*)

12. Q. to Q. R. fourth (best)	12. Q. to Q. second
13. Q. to K. fourth	

If "Q. takes Q.," then "B. takes Q.," and if White takes K. P. with the Kt., Black has again the better game by playing "Kt. to K. B. third," as will be found on a slight analysis.

	13. B. takes Kt.
14. Q. takes K. P.	14. Kt. to K. second
15. P. takes B. (best)	15. Castles on Q. side

with a winning game.

H.

10. Kt. to Q. B. third

This move is made, in what we called Mr. FRASER'S attack, on the ninth move. It is less effective at present, and can be met in several ways. "B. to K. Kt. fifth," seems, however, the simplest and most effective defence.

	10. B. to K. Kt. fifth
11. P. to K. fifth, or (*a*, *b*, *c*)	11. Kt. takes B.
12. Q. to Q. R. fourth (check)	12. Q. to Q. second
13. Q. takes Kt.	13. B. takes Kt.
14. P. takes B.	14. P. takes P.
15. R. to K. square	15. P. to K. B. third

And Black, with the advantage of two Pawns, has a better position.

(a)

11. B. to Q. Kt. fifth (check)	11. P. to Q. B. third
12. P. takes P.	12. P. takes P.
13. B. to K. second	

If "B. to Q. third," "Q. to K. B. third" would force the exchange of the Queen.

	13. B. takes Kt.
14. B. takes B.	14. Kt. to K. second

And Black has evidently the best game.

(b)

11. B. to Q. third	11. P. to K. R. third
12. R. to K. square, or (d)	12. Kt. to K. second
13. P. to K. fifth	13. Castles
14. P. takes P.	14. P. takes P.

With the better game.

(c)

11. B. to Q. R. third	11. B. takes Kt.
12. P. takes B.	12. Q. to K. Kt. fourth (check)
13. K. to R. square	13. Castles
14. B. to K. second	14. Q. to K. R. fifth
15. Q. to K. square	15. Kt. to K. B. third

with a winning game.

(d)

12. P. to K. fifth	12. Kt. to K. second
13. B. to Q. R. third	13. B. takes Kt.
14. Q. takes B.	14. Castles

and Black has clearly the better game.

We have now exhausted all the variations of the tenth move in the Macdonnell's gambit; of the few possible moves remaining, there are only two worth mentioning, the others are absolutely bad, or at least useless. The two we mean are "B. to Q. Kt. fifth (check)" and "P. to K. R. third." The former will be effectually answered by "B. to Q. second;" and if the B. retires to Q. third, which is his best square, we have the variation G. with the additional advantage of having the B. already on Q. second. If the B. takes B. instead of retiring to Q. third, "Q. takes B.," and White has no attack left worth mentioning.

The latter move, "P. to K. third," loses a move for the attack, and will be in this case very properly answered by Black with "P. to K. B. third as—

10. P. to K. R. third	10. P. to K. R. third
11. B. to Q. Kt. second, or (*a*)	11. Kt. to K. B. third
12. P. to K. fifth	12. P. takes P.
13. B. to Q. R. third	13. Kt. takes B.
14. Q. to Q. R. fourth (check	14. Q. to Q. second
15. Q. takes Kt.	15. Q. takes P.

and Black remains with at least two Pawns in advantage.

(*a*)

11. P. to K. fifth	11. Kt. to K. second

and now the game is the same as in the variation A., with the advantage of having the K. R. P. already advanced.

HERR KLING'S LECTURES UPON THE ENDINGS OF GAMES.

Herr KLING delivered, on the 23rd, at the PHILIDORIAN CHESS ROOMS, a Lecture upon the end games to a numerous and select audience. His illustrations were well selected, and the listeners highly gratified. We understand he is going shortly to start upon a tour through the Eastern Counties, and that from thence he will proceed to Scotland, and most likely cross over to Ireland.

Herr KOLISCH is at present playing a Match, at Manchester, with Herr HORWITZ, the celebrated German player.

The Match between Herr KOLISCH and Mr. G. MEDLEY also, terminated by Mr. MEDLEY'S resigning. The score stood: Herr KOLISCH 4, Mr. MEDLEY 0, Drawn 3.

A NEW CHESS CLUB has heen formed at the LONDON MECHANICS' INSTITUTION, Holborn. The Members meet every Friday and Saturday evenings at Eight o'clock, and on the former evening instruction is given to young players.

We have heard that there is a stir in the Chess world to prepare in time the necessary preliminaries for a general Chess tournament during the exhibition in 1862. We heartily wish to see this undertaking realized; it would give a fresh impulse to Chess, and offer a ready means to our young matadores to try their skill with the transatlantic master, who, we have no doubt, would again cross the seas ready to break a lance with any champion daring enough to enter the lists against him.

Game between Messrs. SMITH and HARPER in consultation against Herr FALKBEER; played at the PHILIDORIAN CHESS ROOMS, Oct. 19th, 1860.

(Queen's Knight's opening.)

White. (Herr FALKBEER.)	*Black.* (The ALLIES.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to Q. B. third	2. B. to Q. B. fourth
3. P. to K. B fourth (*a*)	3. P. to Q. third (*b*)
4. Kt. to K. B. third	4. B. to K. Kt. fifth
5. Kt. to Q. R. fourth (*c*)	5. Kt. to Q. second
6. B. to Q. B. fourth	6. Kt to K. B. third
7. Kt. takes B.	7. Kt. takes Kt.
8. P. to Q. third	8. Q. to K. second
9. P. takes P.	9. P. takes P.
10. Castles	10. Castles Q. R.
11. Q. to K. square (*d*)	11. Q. Kt. takes P.
12. P. takes Kt.	12. B. takes Kt.
13. Q. to Q. R. fifth (*e*)	13. B. takes K. P.
14. Q. takes R. P.	14. Q. to Q. third
15. B. to K. third	15. P. to Q. B. third
16. B. takes K. B. P.	16. B. to Q. fourth
17. Q. R. to Q. square	17. Q. to Q. Kt. square
18. R. takes B.	18. R. takes R.
19. B. to K. sixth (check)	19. K. to B. second
20. Q. to Kt. sixth (check)	20. K. to Q. third
21. B. takes R.	21. Kt. takes B.
22. Q. to B. fifth (check)	22. K. to K. third
23. Q. to B. fourth	23. P. to K. R. fourth
24. B. to Q. B. fifth (*f*)	24. P. to Q. Kt. third
25. B. to R. third (*g*)	25. Q. to K. square
26. Q. to K. fourth	26. Kt. to K. B. third
27. Q. to K. B. fifth (check)	27. K. to B. second
28. B. to Q. sixth	28. P. to K. fifth
29. B. to K. fifth	29. Q. to K. third
30. Q. to K. Kt. fifth	30. R. to R. third
31. P. to K. R. third	31. K. to Kt. square
32. B. takes Kt.	32. R. takes B.
33. R. takes R.	33. Q. takes R.

34. Q. takes Q.	34. P. takes Q.
35. K. to B. second (*h*)	35. P. to K. B. fourth
36. K. to K. third	36. K. to K. B. second
37. P. to K. Kt. fourth	37. R. P. takes P.
38. P. takes P.	38. P. takes P.
39. K. takes K. P.	39. K. to K. third
40. K. to K. B. fourth	40. K. to Q. fourth
41. R. takes P.	41. K. to K. fifth
42. P. to Q. R. fourth (*i*)	42. P. to B. fourth
43. P. to B. third	43. P. to B. fifth
44. R. to Kt. fifth	44. K. to Q. sixth
45. R. to B. fifth	45. K. to B. seventh
46. K. to K. fourth	46. K. takes P.
47. K. to Q. fourth	47. K. to Kt. sixth

And White resigns.

Notes.

(*a*) Rather hazardous play in a consultation game.

(*b*) We believe the Allies could have taken the K. Kt. with advantage; they were it appears, however, afraid of their adversary's attacking powers in an open game.

(*c*) In order to retrieve his venturesome opening.

(*d*) "P. to Q. Kt. fourth," first, would have, it seems to us, thrown the game of the Allies into considerable disorder.

(*e*) Herr F. has, by this subtle move, evidently disappointed the expectations of the Allies, who considered a Pawn as good as won.

(*f*) "R. to K. square," would perhaps have been stronger.

(*g*) Why not to Q. Kt. fourth. Herr F. seems to have considered his game as easily won, or he would have played more carefully.

(*h*) This move was hastily played. "P. to K. Kt. fourth" was the winning move, as may be seen on an analysis; as it is, the game can only be drawn.

(*i*) This mistake loses the game. "P. to Q. R. third" would have drawn the game.

Consultation game between Messrs. BRIEN and ZYTOGORSKI against Herren FALKBEER and KOLISCH.

White. (B. and Z.)	*Black.* (Herren F. and K.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. B. third	3. Kt. to K. B. third
4. P. to Q. fourth	4. Kt. takes K. P.
5. P. to Q. fifth	5. Kt. to Q. Kt. square

6. B. to Q. third	6. Kt. to Q. B. fourth
7. Kt. takes P.	7. Kt. takes B. (check)
8. Kt. takes Kt.	8. P. to Q. third
9. Castles	9. B. to K. second
10. P. to K. B. fourth	10. Castles
11. P. to K. B. fifth	11. Kt. to Q. second
12. Kt. to Q. R. third	12. Kt. to K. fourth
13. B. to K. third	13. Kt. takes Kt.
14. Q. takes Kt.	14. B. to K. B. third
15. R. to K. B. third	15. B. to K. fourth
16. R. from Q. R. square to K. B. square	16. P. to K. B. third
17. R. to K. R. third	17. R. to K. B. second
18. R. to K. R. fourth	18. B. to Q. second
19. R. to K. B. third	19. R. to K. second
20. Kt. to Q. B. second	20. Q. to K. B. square
21. P. to K. Kt. fourth	21. B. to K. square
22. R. from K. B. third to K. R. third	22. P. to K. Kt. fourth
23. P. takes P. in passing	23. B. at K. square takes P.
24. Q. takes B. (check)	24. R. to K. Kt. second
25. Q. to K. B. fifth	25. Q. to K. B. second
26. Kt. to Q. fourth	26. Q. to K. Kt. third
27. Q. takes Q.	27. R. takes Q.
28. R. takes P.	28. R. takes P. (check)
29. K. to K. B. second	29. P. to K. B. fourth
30. Kt. to K. sixth	

And wins.

Game played by Correspondence between the BIRMINGHAM CHESS CLUB, and the WINDERMERE COLLEGE CHESS CLUB.

(*Petroff's Defence.*)

White. (WINDERMERE.)	*Black.* (BIRMINGHAM.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. Kt. takes K. P.	3. P. to Q. third
4. Kt. takes K. B. P.	4. K. takes Kt.

5. K. B. to B. fourth (check)	5. Q. B. to K. third
6. B. takes B. (check)	6. K. takes B.
7. P. to Q. fourth	7. K. to K. B. second
8. Kt. to Q. B. third	8. K. B. to K. second
9. Q. to K. second	9. K. R. to K. B. square
10. B. to K. third	10. K. to Kt. square
11. Castles with Q. R. (*a*)	11. P. to Q. B. third
12. P. to K. B. fourth (*b*)	12. Q. to Q. R. fourth
13. P. to K. Kt. fourth	13. Q. Kt. to Q. second
14. P. to K. Kt. fifth	14. K. Kt. takes K. P.
15. Kt. takes Kt.	15. Q. takes Q. R. P.
16. Kt. to Q. B. third	16. Q. to K. B. second
17. P. to Q. fifth	17. P. takes Q. P. (*c*)
18. Kt. takes P.	18. K. R. to Q. B. square
19. P. to K. B. fifth	19. B. to K. B. square
20. K. R. to K. B. square	20. Kt. to Kt. third
21. P. to K. Kt. sixth	21. P. takes P.
22. P. takes P.	22. Q. takes P.
23. Kt. to K. B. sixth (check)	23. K. to B. second
24. Kt. to K. Kt. fourth (dis. ch.)	24. K. to Kt. square
25. Kt. to K. R. sixth (check)	25. K. to R. second
26. Kt. to K. B. fifth	26. R. to K. square
27. Q. to K. B. third	27. Kt. to B. fifth
28. Q. to K. R. third (check)	28. K. to Kt. square
29. Kt. to K. R. sixth (check)	29. P. takes Kt.
30. R. to Kt. square	

Resigns.

Note.

(*a*) Up to this point, the moves are those given in Mr. Staunton's recent work, *Chess Praxis*, and he there states his opinion, that this opening is in favour of the first player.

(*b*) "P. to K. fifth" seems to be preferable, and to give White a very strong attack.

(*c*) A hasty and ill-considered move, after which it appears difficult for Black to escape from the very strong attack to which he is subjected.

N.B.—This particular opening was played by agreement, and on the suggestion of the Windermere Club. The defence was played by two gentlemen deputed by th Birmingham Club to conduct the game. It would appear that the opening is favourable to the first player, unless it should be discovered that the second player has at his command a better series of defensive moves than

those recommended by Mr. Staunton. The Windermere players hardly seem to have made the most of the attack on their 12th move, and the Birmingham players, on the other hand, could hardly expect to retrieve the game after their 17th move, which was a most injudicious one.

Correspondence Game between DEPTFORD CHESS CLUB and BIRMINGHAM AND EDGBASTON CHESS CLUB.

White. (DEPTFORD.)	*Black.* (BIRMINGHAM.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. B. third	4. Kt. to K. B. third
5. P. to Q. fourth	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. fifth (check)
7. B. to Q. second	7. B. takes B. (check)
8. Q. Kt. takes B.	8. P. to Q. fourth
9. B. to Q. third	9. P. takes P.
10. Q. Kt. takes P.	10. Castles
11. Q. to Q. B. second	11. P. to K. R. third
12. Castles (Q. R.)	12. B. to K. third
13. P. to Q. R. third	13. B. to Q. fourth
14. K. to Kt. square	14. Kt. takes Kt.
15. B. takes K. Kt.	15. K. R. to K. square
16. K. R. to K. square	16. K. R. takes B.
17. R. takes R.	17. B. takes R.
18. Q. takes B.	18. Q. to K. second
19. Q. to K. third	19. R. to K. square
20. R. to K. square	20. Q. takes Q.
21. P. takes Q.	21. P. to K. B. third
22. P. to K. Kt. fourth	22. K. to K. B. second
23. K. to Q. B. second	23. K. to K. third
24. P. to K. fourth	24. K. to Q. third
25. K. to Q. third	25. K. to K. second
26. P. to Q. Kt. fourth	26. P. to Q. R. third
27. K. to Q. B. fourth	27. R. to Q. square
28. P. to Q. R. fourth	28. R. to Q. second
29. P. to K. R. fourth	29. Kt. to Q. square
30. P. to K. Kt. fifth	30. K. R. P. takes P.

31. P. takes P.	31. Kt. to K. B. second
32. P. to K. Kt. sixth	32. Kt. to Q. third (check)
33. K. to Q. B. fifth	33. P. to Q. B. third
34. P. to Q. fifth	34. R. to Q. B. second
35. K. to Q. fourth	35. P. takes Q. P.
36. P. to K. fifth	36. Kt. to K. B. fourth (check)
37. K. takes Q. P.	37. R. to Q. B. third
38. P. to Q. R. fifth	38. K. to Q. second
39. P. takes P.	

And it was mutually agreed to relinquish the game as drawn.

Game between Herr KOLISCH and Mr. BARNES.

Black. (Herr KOLISCH.)	*White.* (Mr. BARNES.)
1. P. to K. fourth	1. P. to K. B. third
2. P. to Q. fourth	2. P. to K. third
3. B. to Q. third	3. P. to K. Kt. third
4. Kt. to K. B. third	4. Kt. to K. R. third
5. P. to K. fifth	5. P. takes P.
6. B. to K. Kt. fifth	6. B. to K. second
7. B. takes Kt.	7. P. takes P.
8. B. to Kt. seventh	8. R. to Kt. square
9. B. takes Q. P.	9. P. to Q. B. fourth
10. B. to K. fifth	10. Kt. to Q. B. third
11. Castles	11. P. to Q. R. third
12. P. to Q. B. fourth	12. Kt. takes B.
13. Kt. takes Kt.	13. B. to K. B. third
14. P. to K. B. fourth	14. P. to Q. third
15. Kt. to K. B. third	15. B. takes Q. Kt. P.
16. Q. Kt. to Q. second	16. B. takes R.
17. Q. takes R.	17. P. to Q. Kt. third
18. R. to K. square	18. Q. R. to B. second
19. K. Kt. to Kt. fifth	19. Q. to K. second
20. Q. Kt. to K. fourth	20. R. to B. square
21. Q. to Kt. second	21. P. to Q. Kt. fourth
22. P. takes P.	22. P. to Q. fourth
23. P. takes P.	23. P. takes Kt.
24. B. to Kt. fifth (check)	24. B. to Q. second

25. R. takes K. P.	25. R. to K. B. third
26. B. takes B. (check)	26. K. takes B.
27. Q. to Kt. sixth	27. K. to B. square
28. R. to K. fifth	28. Q. to Q. second
29. R. takes Q. B. P. (check)	29. R. to B. second
30. Q. to Kt. seventh (check)	30. K. to Q. square
31. Q. to Kt. eighth (check)	31. R. to Q. B. square
32. R. takes R. (check)	32. Q. takes R.
33. P. to R. seventh	

And wins.

A lively little game played at the PHILIDORIAN, between Herr FALKBEER and Mr. SIMPSON. The former giving the odds of the Queen's Knight.

(*Remove White's Queen's Knight.*)

White. (Herr FALKBEER.)	*Black.* (Mr. SIMPSON.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to Q. fourth	2. P. takes P
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. B. to K. Kt. second
5. B. to Q. fourth	5. P. to Q. third
6. Q. to Q. third	6. P. to Q. B. third
7. P. to K. R. fourth	7. P. to K. R. third
8. B. to Q. second	8. Q. to K. B. third (*a*)
9. P. takes P.	9. P. takes P.
10. R. takes R.	10. B. takes R.
11. P. to K. fifth (*b*)	11. P. takes P.
12. P. takes P.	12. Q. to K. Kt. second (*c*)
13. Castles	13. Kt. to K. second (*d*)
14. Q. to Q. eighth (check)	14. K. takes Q.
15. B. to Q. R. fifth (dis. check)	15. K. to K. square
16. R. mates	

Notes.

(*a*) Most likely with the intention of advancing the K. Kt. P., in order to win the Q. P. It would have been safer at this stage of the game, however, to have played "Q. Kt. to Q. second," with the view of playing that Kt. afterwards to Q. Kt. third. "Q. to K. second" would also have been more to the purpose.

(*b*) Very cleverly played; entirely stopping the advance of Black's Q. P.

(*c*) The only move in the present emergency, for had he played "Q. to K. Kt. third," White, by taking the Q., would have won a Piece; if, however, he retreat Q. to K. second, or to Q. square, White easily wins a Piece by playing "Q. to K. R. seventh."

(*d*) A very pardonable mistake at this juncture; Black must naturally endeavour to bring his pieces into play, and to begin the operation by establishing his Q. B. on K. B. fourth, to which end it seemed indispensable to make the above move; he entirely overlooked, however, the following ingenious strategy, by which White brought the game to a brilliant, but premature termination.

Game between Messrs. TOMLINSON and BRITTON, the former giving the odds of Pawn and two moves.

(*Remove Black's K. B. P.*)

White. (Mr. BRITTON.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. Q. Kt. to B. third	3. K. B. to Q. Kt. fifth
4. K. Kt. to B. third	4. K. Kt. to B. third
5. K. B. to Q. third	5. Castles
6. P. to Q. R. third	6. B. to Q. R. fourth
7. P. to Q. Kt. fourth	7. B. to Kt. third
8. Q. R. to Q. Kt. square	8. Q. Kt. to B. third
9. K. B. to Q. B. fourth	9. P. to Q. fourth
10. P. takes P.	10. P. takes P.
11. B. to K. second	11. P. to Q. R. third
12. P. to Q. R. fourth	12. K. Kt. to K. fifth
13. Kt. takes Kt.	13. P. takes Kt.
14. B. to Q. B. fourth (check)	14. K. to R. square
15. Kt. to K. Kt. fifth	15. Kt. takes Q. P.
16. Kt. takes K. R. P.	16. R. to K. B. fourth
17. P. to Q. B. third	17. Kt. to K. B. sixth (check)
18. P. takes Kt.	18. B. takes K. B. P. (check)
19. K. takes B.	19. R. takes P. (check)
20. K. to K. second	20. Q. to K. R. fifth
21. R. to K. B. square	21. B. to K. Kt. fifth
22. K. to K. second	22. Q. R. to Q. square

And wins.

Game between Mr. R. BENNETT and Mr. R. D. of Wisbech.

White. (Mr. R. BENNETT.)	*Black.* (Mr. R. D.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to K. B. fourth	2. P. to K. third
3. K. Kt. to B. third	3. Q. Kt. to B. third
4. P. to Q. fourth	4. P. to Q. fourth
5. P. to K. fifth	5. P. to Q. B. fifth
6. Q. Kt. to B. third	6. K. Kt. to R. third
7. P. to Q. Kt. third	7. P. to Q. Kt. fourth
8. P. takes P.	8. Q. Kt. P. takes P.
9. K. B. to K. square	9. K. B. to Q. Kt. fifth
10. Q. B. to Q. second	10. Kt. to K. B. fourth
11. P. to K. Kt. fourth	11. Kt. to K. R. fifth
12. Castles	12. B. takes Kt.
13. B. takes B.	13. Castles
14. B. to K. square	14. Kt. takes Kt. (check)
15. R. takes Kt.	15. Q. to Q. Kt. third
16. P. to Q. B. third	16. P. to K. B. fourth
17. P. to K. Kt. fifth	17. K. to R. square
18. R. to K. R. third	18. R. to Q. Kt. square
19. B. takes Q. B. P.	19. P. takes B.
20. R. takes P. (check)	20. K. takes R.
21. Q. to K. R. fith	21. K. to Kt. square
22. P. to K. Kt. sixth	22. R. to K. B. second
23. B. to K. R. fourth	23. Kt. takes Q. P.
24. Q. to K. R. seventh	24. K. to B. square
25. Q. mates	

Game in the Match between Herr KOLISCH and Mr. G. MEDLEY.

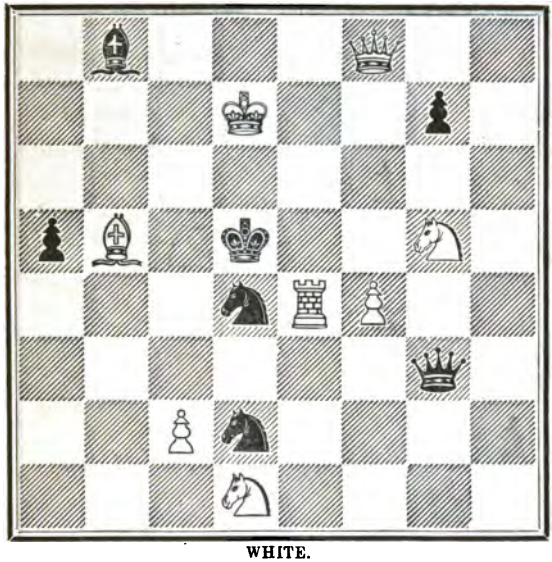
White. (Herr KOLISCH.)	*Black.* (Mr. MEDLEY.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. to Q. Kt. third
5. Castles	5. P. to Q. third
6. P. to Q. R. fourth	6. P. to Q. R. third

7. P. to Q. B. third	7. Kt. to K. B. third
8. P. to Q. fourth	8. Castles
9. B. to K. Kt. fifth	9. B. to K. Kt. fifth
10. P. to Q. R. fifth	10. B. to Q. R. second
11. P. to Q. Kt. fifth	11. R. P. takes P.
12. B. takes Q. Kt. P.	12. K. P. takes P.
13. P. to Q. R. sixth	13. B. to Q. Kt. third
14. B. takes Q. Kt.	14. P. takes B.
15. P. takes P.	15. P. to K. R. third
16. B. takes Kt.	16. Q. takes B.
17. R. to Q. R. fourth	17. B. takes Kt.
18. P. takes B.	18. Q. to K. B. fifth
19. Q. to Q. third	19. P. to K. B. fourth
20. Kt. to B. third	20. K. B. P. takes P.
21. P. takes P.	21. Q. to K. B. sixth
22. Q. takes Q.	22. R. takes Q.
23. Kt. to K. second	23. R. to Q. sixth
24. R. to Q. B. square	24. P. to Q. B. fourth
25. P. takes P.	25. B. takes P.
26. R. to Q. B. second	26. R. to Q. R. sixth
27. R. takes R.	27. B. takes R.
28. R. takes P.	28. R. takes P.
29. Kt. to K. Kt. third	29. B. to Q. B. fourth
30. P. to K. fifth	30. R. to B. eighth (check)
31. K. to Kt. second	31. R. to K. eighth
32. P. to K. B. fourth	32. P. to K. Kt. fourth
33. Kt. to K. B. fifth	33. R. to K. seventh (check)
34. K. to R. third	34. P. takes B. P.
35. P. takes P.	35. B. to Q. Kt. third
36. R. to Q. Kt. seventh	36. B. to Q. square
37. Kt. takes P. (check)	37. K. to R. square
38. Kt. to K. B. seventh (check)	38. K. to Kt. second
39. Kt. takes B.	

And wins.

No. 105*. Problem by Signor ASPA.

BLACK.



WHITE.

White to play and mate in three moves.

No. 106*. Problem by Herr BOER.

This very clever composition appeared in the "Schweizerische Schachzeitung."

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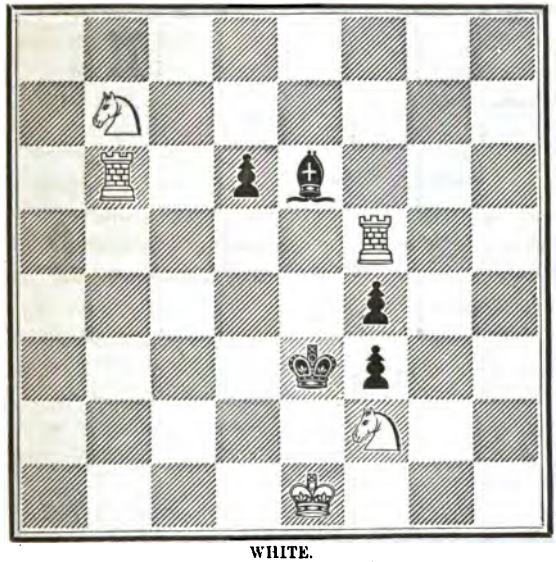

WHITE.

White to play, and mate in four moves.

No. 107*. Chess Study by Herr HORWITZ.

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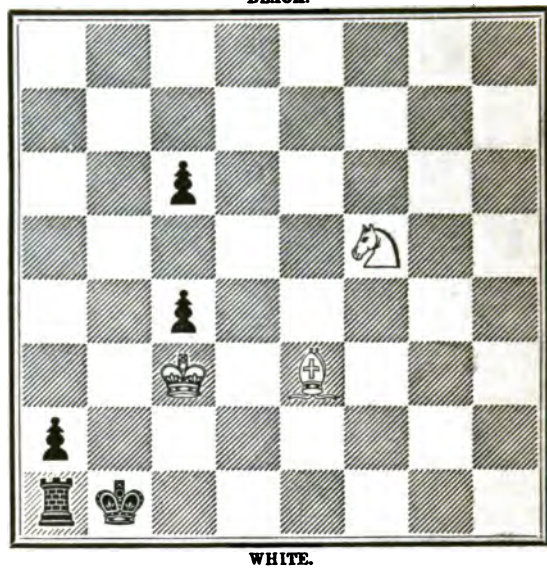


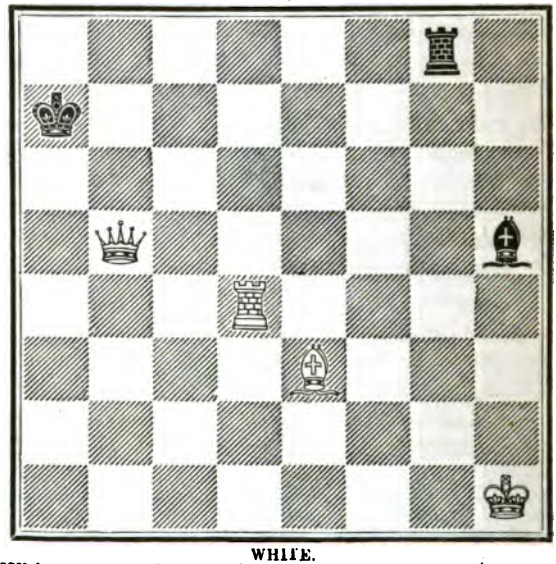
WHITE.

White to mate in moves.

No. 108*. Problem by Herr KLING.

Revised from the Berlin "Schachzeitung."

BLACK.



WHITE.

White compels Black to mate him in twenty-two moves.

Continuation of the Match Games between Mr. JOHN GOCHER, of Ipswich, and Mr. BRIEN.

GAME VI.

(*French Opening.*)

White. (Mr. GOCHER.)	*Black.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. K. Kt. to B. third	4. K. Kt. to B. third
5. K. B. to Q. third	5. K. B. to Q. third
6. Castles	6. Q. Kt. to B. third
7. P. to Q. B. third	7. P. to K. R. third
8. B. to K. third	8. Castles
9. Q. to Q. B. square	9. R. to K. square
10. Q. Kt. to R. third (*a*)	10. B. takes Q. Kt.
11. P. takes B.	11. Kt. to K. fifth
12. B. to Q. Kt. square	12. Q. to K. B. third (*b*)
13. Kt. to Q. second (*c*)	13. R. to Q. Kt. square
14. K. B. takes Kt.	14. P. takes B.
15. P. to Q. fifth	15. Kt. to K. fourth
16. Kt. takes K. P.	16. Q. to R. fifth
17. P. to K. B. third	17. P. to K. B. fourth
18. Kt. to Q. B. fifth	18. Kt. to Q. B. fifth
19. B. to K. B. second	19. Q. to K. R. fourth (*d*)
20. Kt. to Q. R. sixth	20. Q. to K. Kt. third
21. Kt. takes R.	21. R. to K. seventh
22. Q. to K. B. fourth	22. Kt. to K. sixth
23. Q. to K. Kt. third	23. Q. takes Q.
24. B. takes Q.	24. Kt. takes R.
25. K. takes Kt.	25. R. takes R. P.
26. B. takes Q. B. P.	

And Black resigned.

Notes.

(*a*) We cannot understand the object of this move; we think it gives the second player at once the best of the game.

(*b*) Decidedly objectionable, as it prevents the advance of the K. B. P. "P. to K. B. fourth" would have been preferable.

(*c*) The proper move in answer to the preceding weak move of Black.

(*d*) Evidently a mistake, why not "Q. to Q. square."

GAME VII.

Between the same Opponents.

(*Petroff's Defence to the Kt. game.*)

White. (Mr. BRIEN.)	*Black.* (Mr. GOCHER.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Kt. takes P.	3. P. to Q. third
4. K. Kt. to B. third	4. Kt. takes P.
5. P. to Q. fourth	5. P. to Q. fourth
6. K. B. to Q. third	6. K. B. to K. second
7. Castles	7. Castles
8. R. to K. square	8. K. Kt. to B. third
9. Q. Kt. to B. third	9. Q. B. to Kt. fifth
10. P. to K. R. third	10. B. takes Kt.
11. Q. takes B.	11. Q. Kt. to B. third
12. Kt. to K. second	12. B. to Q. third
13. P. to Q. B. third	13. Q. Kt. to K. second
14. Q. B. to Kt. fifth	14. Q. Kt. to Kt. third
15. Kt. to Kt. third	15. K. B. takes Kt.
16. P. takes B.	16. P. to Q. B. third
17. K. R. to K. B. square	17. Q. to Kt. third (*a*)
18. Q. B. takes Kt.	18. P. takes Q. B.
19. R. to K. B. second	19. Q. R. to K. square
20. Q. to K. B. fifth	20. R. to K. third
21. P. to K. R. fourth	21. K. R. to K. square
22. P. to K. R. fifth	22. Kt. to K. B. square
23. Q. R. to K. B. square	23. K. to R. square
24. Q. to K. Kt. fourth	24. P. to Q. B. fourth
25. K. to R. second	25. P. takes Q. P.
26. P. takes P.	26. Q. to Q. third
27. Q. to K. R. fourth	27. K. to Kt. second
28. P. to R. sixth (check)	28. K. to R. square
29. R. takes P.	29. Q. to Q. Kt. third
30. Q. to Kt. fifth	30. Kt. to Kt. third
31. B. takes Kt.	31. R. P. takes B.
32. R. takes B. P.	32. Q. to Kt. fifth
33. Q. takes Q. P.	33. R. to K. fifth

34. Q. takes Kt. P.	34. Q. takes Q.
35. R. takes Q.	35. R. takes Q. P.

And White mated in five moves.

Note.

(*a*) A weak move, "Q. to Q. third" seems to us far preferable.

Game between Mr. BURDEN and Herr HARRWITZ, the latter giving the odds of Pawn and move.

(*Remove Black's K. B. P.*)

White. (Mr. BURDEN.)	*Black.* (Mr. HARRWITZ.)
1. P. to K. fourth	1. Kt. to Q. B. third
2. P. to Q. fourth	2. P. to K. fourth
3. P. to Q. fifth	3. Q. Kt. to K. second
4. B. to K. Kt. fifth	4. P. to Q. third
5. P. to Q. B. fourth	5. Q. to Q. second
6. Kt. to Q. B. third	6. P. to Q. R. third
7. P. to K. B. fourth (*a*)	7. P. takes P.
8. B. takes P.	8. Kt. to Kt. third
9. B. to Kt. third	9. Kt. to B. third
10. B. to Q. third	10. B. to K. second
11. Kt. to B. third	11. Kt. to Kt. fifth
12. Q. to K. second	12. B. to B. third
13. P. to K. fifth (*b*)	13. Q. Kt. takes P.
14. B. takes Kt.	14. Kt. takes B.
15. Kt. takes Kt.	15. P. takes Kt.
16. Castles (K. R.)	16. Q. to Kt. fifth (*c*)
17. Q. to Q. B. second	17. Q. to R. fifth
18. Q. R. to K. square	18. Castles
19. Kt. to K. fourth	19. B. to Q. second
20. P. to B. fifth	20. K. to R. square
21. R. to K. third	21. Q. R. to Q. square
22. P. to B. sixth	22. P. takes P.
23. P. takes P.	23. B. to B. square
24. Q. R. to B. third	24. Q. B. to Kt. fifth
25. R. to Kt. third	25. K. B. to K. second
26. Kt. to B. second	26. B. to B. square

27. B. takes Q. R. P.	27. B. takes B.
28. R. to R. third	28. Q. takes R.
29. P. takes Q.	29. B. takes R.
30. K. takes B.	30. B. to R. fifth (*d*)
31. Q. to K. fourth	31. R. takes Kt. (check)

And White resigned.

Notes.

(*a*) This move only loses time, and allows Black to bring his pieces into play with much greater rapidity than he should do when giving these odds; whilst, by playing "B. to Q. third," or "Kt. to K. R. third," or even "B. to K. R. fourth," he would have kept Black's pieces in a much more confined position.

(*b*) This must have been a miscalculation, surely, for White gives up a very valuable Pawn without any equivalent. "P. to K. R. third," followed by Castling on Q. side (in due time), would have given White some sort of attack, although, we verily believe, that Black has already improved his game.

(*c*) Castling would evidently have been dangerous, on account of White's moving "Q. to K. R. fifth." We believe he has no better way of developing his game than by offering the exchange of Queens.

(*d*) This is the beginning of a skilful though unsound combination.

(*e*) The forced loss of the Kt. was what Black clearly overlooked when he ventured the combination upon the 27th move.

Game played some years ago, at Manchester, between Herrens HARRWITZ and ANDERSSEN, both players playing blindfold.

(*Kieseritzky Gambit.*)

White. (Herr HARRWITZ.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth
5. Kt. to K. fifth	5. P. to K. R. fourth
6. K. B. to B. fourth	6. K. R. to R. second
7. P. to Q. fourth	7. P. to B. sixth
8. P. takes P.	8. P. to Q. third
9. Kt. to Q. third	9. K. B. to K. second
10. B. to K. third	10. B. takes P. (check)
11. K. to Q. second	11. K. B. to Kt. fourth
12. Q. to Kt. square	12. Q. Kt. to B. third
13. K. B. to Kt. fifth	13. B. to Q. second

14. B. takes Kt.	14. P. takes B.
15. Kt. to B. third	15. Q. to K. second
16. P. to K. fifth	16. B. takes B. (check)
17. Q. takes B.	17. P. to Q. fourth
18. Q. R. to K. Kt. square	18. P. to K. B. fourth
19. K. Kt. to B. fourth	19. Q. to Kt. fourth
20. K. Kt. takes Q. P.	20. Q. takes Q. (check)
21. K. Kt. takes Q.	21. Castles
22. P. takes P.	22. B. P. takes P.
23. Q. Kt. to K. second	23. P. to Q. B. fourth
24. P. to Q. fifth	24. Kt. to K. second
25. Q. Kt. to B. fourth	25. Kt. takes P.
26. K. Kt. takes Kt.	26. K. R. to B. second
27. K. to K. third	27. Q. R. to K. square
28. K. R. takes P.	28. B. to B. fourth
29. R. to K. sixth	29. B. takes K. P.
30. K. R. to K. fifth	

And Black resigns.

Game between Herr HARRWITZ and Mr. ROBEY, the former giving Pawn and two moves.

(*Remove Black's Pawn.*)

White. (Mr. ROBEY.)	*Black.* (Herr HARRWITZ.)
1. P. to K. fourth	
2. P. to Q. fourth	2. P. to Q. third
3. P. to Q. B. fourth	3. K. Kt. to B. third
4. Q. Kt. to B. third	4. Q. Kt. to B. third
5. K. Kt. to B. third	5. Q. B. to K. Kt. fifth
6. B. to K. second	6. B. takes Kt.
7. B. takes B.	7. P. to K. fourth
8. P. to Q. fifth	8. Kt. to K. second
9. B. to K. Kt. fifth	9. Kt. to K. Kt. third
10. B. to R. fifth	10. B. to K. second
11. Q. B. takes Kt.	11. B. takes B.
12. Q. to Kt. fourth	12. K. to B. second
13. Q. to K. sixth (check)	13. K. to B. square
14. B. takes Kt.	14. P. takes B.

15. Castles Q. R.	15. P. to Q. R. third
16. Q. to Kt. fourth	16. Q. to K. square
17. Q. R. to B. square	17. R. to R. fifth
18. Q. to Kt. third	18. P. to K. Kt. fourth
19. Q. to K. third	19. K. to Kt. square
20. P. to K. Kt. third	20. R. to R. sixth
21. Q. to Q. second	21. Q. to R. fourth
22. P. to K. B. fourth	22. Kt. P. takes P.
23. P. takes P.	23. P. takes P.
24. Kt. to K. second	24. P. to K. Kt. fourth
25. Kt. to K. Kt. square	25. R. to K. sixth
26. P. to K. R. fourth	26. R. takes P.
27. Q. to K. Kt. second	27. R. takes P. (check)
28. K. to Kt. square	28. Q. to Kt. third (check)
29. K. to R. square	29. R. to B. seventh
30. P. to R. fifth	

And Black mated in five moves.

Game between Herr HARRWITZ and Mr. AYTOUN, the former giving the odds of a Knight.

(*Remove White's Queen's Knight.*)

White. (Herr HARRWITZ.	*Black.* (Mr. AYTOUN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. B. to B. fourth
3. K. Kt. to K. B. third	3. P. to Q. third
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to K. R. third	5. Q. Kt. to B. third
6. K. B. to Q. third	6. Castles
7. P. to K. Kt. fourth	7. P. takes P.
8. B. to Q. B. second	8. Kt. to K. fourth
9. P. to Q. fourth	9. Kt. takes Kt. (check)
10. Q. takes Kt.	10. B. to Q. Kt. third
11. Q. B. takes P.	11. P. to Q. fourth
12. P. to. K. fifth	12. Kt. to K. fifth
13. Castles on Q.'s side	13. P. to K. B. fourth
14. B. to Q. Kt. third	14. P. to Q. B. third
15. P. to K. R. fourth	15. K. to R. square
16. P. to K. Kt. fifth	16. P. to Q. R. fourth

17. P. to Q. R. third	17. P. to Q. R. fifth
18. B. to Q. R. second	18. Q. B. to K. third
19. Q. to K. third	19. P. to Q. B. fourth
20. P. to K. R. fifth	20. P. takes P.
21. P. takes P.	21. B. to Q. R. fourth
22. P. to K. Kt. sixth	22. Q. to Q. Kt. third
23. P. to K. R. sixth	23. K. R. to Q. B. square (check)
24. K. to Kt. square	24. Kt. to B. sixth (check)
25. K. to R. square	25. Kt. takes R.
26. P. takes P. (check)	26. K. takes P.
27. B. to R. sixth (check)	27. K. to Kt. square
28. P. takes P. (check)	28. K. to R. square
29. B. to Kt. seventh (check)	29. K. takes B.
30. Q. to Kt. fifth (check)	30. K. to B. second
31. Q. to B. sixth (check)	31. K. to K. square
32. P. Queens (check)	32. K. to Q. second
33. 2nd Q. to Kt. seventh (check)	33. K. to B. third
34. 1st Q. takes B. (check)	34. K. to Kt. fourth
35. Q. takes Q. P. (check)	35. K. to R. third
36. B. to B. fourth (check)	36. K. to R. second
37. R. takes Kt.	37. R. to B. second
38. 2nd Q. to B. sixth	38. R. to B. third
39. 2nd Q. takes P.	39. Q. R. to Q. square
40. Q. to Kt. fifth	40. Q. R. to Q. B. square
41. P. to K. sixth	41. K. to R. square
42. Q. takes B. (check)	42. Q. takes Q.
43. Q. takes Q. (check)	43. K. to Kt. square
44. P. to K. seventh	

And Black resigned.

Game recently played at the DIVAN, between Herr HARRWITZ and Mr. MORISKY.

(*Remove Black's Queen's Rook.*)

Black. (Herr HARRWITZ.)	*White.* (Mr. MORISKY.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. B. to B. fourth
3. Kt. to K. B. third	3. Kt. to Q. B. third

4. B. to B. fourth	4. Kt. to B. third
5. P. to Q. third	5. P. to Q. fourth
6. P. takes Q. P.	6. Kt. takes P.
7. P. takes P.	7. Castles
8. P. to B. third	8. B. to K. Kt. fifth
9. P. to Q. fourth	9. B. to Kt. third
10. Castles	10. Q. Kt. takes K. P.
11. B. to Kt. third	11. P. to Q. B. third
12. K. to R. square	12. Kt. takes Kt.
13. P. takes Kt.	13. B. to R. sixth
14. R. to Kt. square	14. Q. to R. fifth
15. B. to Kt. fifth	15. Q. to R. fourth
16. P. to Q. B. fourth	16. Kt. to B. third
17. B. takes Kt.	17. P. to Kt. third
18. R. to Kt. fifth	18. Q. to R. third
19. Kt. to B. third	19. Q. R. to K. square
20. Kt. to K. fourth	20. B. to K. B. fourth
21. Kt. to Kt. third	21. B. to B. second
22. Kt. to R. fifth	22. R. to K. third
23. P. to B. fifth	23. R. takes B.
24. Kt. takes R. (check)	24. K. to R. square
25. Q. to Q. second	25. B. to Q. square
26. R. to R. fifth	

And wins.

CHESS IN IRELAND.

The following games have been lately played in the Dublin Library Chess Club, between the Rev. G. MACDONNELL, one of the best players in Ireland, and Mr. MACKENZIE, of the 60th Rifles.

GAME I.

(Scotch Gambit)

White. (Mr. MACKENZIE.)	*Black.* (Rev. G. MACDONNELL.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. K. B. to Q. B. fourth	4. K. B. to Q. B. fourth

5. K. Kt. to Kt. fifth	5. K. Kt. to K. R. third
6. Q. to K. R. fifth	6. Castles
7. Castles	7. Q. Kt. to K. fourth
8. K. B. to Q. Kt. third	8. P. to Q. third
9. P. to K. R. third	9. Q. to K. B. third (*a*)
10. P. to K. B. fourth	10. P. to K. sixth (check)
11. K. to R. square	11. P. to Q. R. fourth
12. Q. Kt. to B. third	12. P. to Q. B. third
13. Q. B. to Q. second	13. Q. to K. Kt. third
14. Q. to K. R. fourth	14. Q. Kt. to Q. second
15. P. to K. B. fifth	15. Q. to K. B. third
16. P. to K. fifth	16. Kt. takes P.
17. K. Kt. to Q. fourth	17. Q. to Q. square
18. P. to K. B. sixth	18. P. to Q. fourth
19. P. takes Kt. P.	19. K. takes P.
20. Kt. to K. sixth (check)	20. P. takes Kt.
21. Q. B. takes Kt. (check)	21. K. to R. square
22. R. takes R. (check)	22. Q. takes R.
23. B. takes Q.	23. B. takes B.
24. Q. Kt. to K. B. sixth	24. P. to K. R. third
25. Q. to K. Kt. third	

And Black resigns.

Note.

(*a*) Rather weak. "P. to Q. Kt. fourth" would have been stronger, or even "P. to Q. sixth." White, on the 7th move, instead of Castling, could have taken K. B. P. with B.

GAME II.

Between the same Opponents.

(*Kings' Gambit.*)

White. (Rev. G. MACDONNELL.)	*Black.* (Mr. MACKENZIE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. K. B. to Q. B. fourth	4. K. B. to K. Kt. second
5. P. to Q. fourth	5. P. to Q. third
6. P. to Q. B. third	6. Q. to K. second (*a*)

7. *Castles*	7. P. to K. R. third
8. *Q. to Q. Kt. third*	8. Q. Kt. to Q. second
9. *Q. Kt. to Q. R. third*	9. Q. Kt. to Q. Kt. third
10. *P. to K. fifth*	10. P. takes P.
11. Kt. takes P.	11. B. takes Kt.
12. P. takes B.	12. Q. B. to K. third
13. B. takes B.	13. Q. takes B.
14. Kt. to Q. Kt. fifth	14. Q. takes Q.
15. P. takes Q.	15. Castles on Q. side
16. Kt. takes R. P. (check)	16. K. to Q. Kt. square
17. P. to K. Kt. third	17. P. takes P.
18. P. takes P.	18. K. R. to R. second
19. Q. B. to K. third	19. Kt. to Q. second
20. Q. R. to Q. square	20. K. Kt. to K. second
21. P. to K. sixth	21. P. to Q. Kt. third
22. R. takes Kt.	22. R. takes R.
23. P. takes R.	

And Black resigns.

Note.

(*a*) "P. to K. R. third" ought to have been played.

GAME III.

Between the same opponents.

(*King's Bishop's Gambit.*)

White. (Mr. MACKENZIE.)	*Black.* (Rev. G. MACDONNELL.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. B. to Q. B. fourth	3. K. Kt. to B. third
4. Q. Kt. to B. third	4. P. to Q. fourth (*a*)
5. B. takes P.	5. Kt. takes B.
6. Kt. takes Kt.	6. Q. to K. R. fifth (check)
7. K. to B. square	7. Q. Kt. to Q. R. third
8. P. to Q. fourth	8. Q. B. to K. Kt. fifth
9. K. Kt. to B. third	9. B. takes Kt.
10. Q. takes B.	10. P. to K. Kt. fourth
11. Kt. to K. B. sixth (check)	11. K. to K. second

12. P. to K. fifth	12. P. to Q. B. third
13. P. to Q. B. third	13. K. B. to K. Kt. second
14. Kt. to K. fourth	14. Q. R. to Q. square
15. P. to K. Kt. third	15. Q. to K. R. sixth (check)
16. K. to B. second	16. P. to K. R. third
17. P. takes P.	17. Q. takes Q.
18. K. takes Q.	18. P. takes P.
19. K. R. to K. Kt. square	19. K. R. to K. Kt. square
20. Q. B. takes P.	20. P. to Q. B. fourth
21. Kt. to Q. sixth	21. P. takes P.
22. P. takes P.	22. Kt. to Q. B. second
23. Kt. to Q. B. fifth (check)	23. K. to B. square
24. R. takes B.	24. R. takes R.
25. B. takes P.	25. Kt. to K. third
26. K. to K. fourth	26. K. to K. Kt. square
27. Kt. takes R.	27. R. takes P. (check)
28. K. to K. third	28. R. to K. R. fifth
29. Kt. takes Kt.	29. R. takes B.
30. R. to K. Kt. square (check)	30. K. to R. square
31. Kt. to Q. eighth	31. R. takes P.
32. Kt. takes B. P. (check)	32. K. to R. second
33. P. to K. sixth	

And Black resigns.

Note.

(*a*) "P. to Q. third" would have been far better.

Game IV.

Game played between the Rev. G. Macdonnell and Mr. Hunt, the latter a strong Amateur of the Dublin Library Chess Club.

(*Ruy Lopez Knight's Game.*)

White. (Mr. Hunt.)	*Black.* (Rev. G. Macdonnell.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third
3. K. B. to Q. Kt. fifth	3. P. to Q. third (*a*)
4. P. to Q. fourth	4. P. takes P.
5. K. Kt. takes P.	5. B. to Q. second

GAME VII.

Between the same Opponents.

(*Petroff's Defence to the Kt. game.*)

White. (Mr. BRIEN.)	*Black.* (Mr. GOCHER.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Kt. takes P.	3. P. to Q. third
4. K. Kt. to B. third	4. Kt. takes P.
5. P. to Q. fourth	5. P. to Q. fourth
6. K. B. to Q. third	6. K. B. to K. second
7. Castles	7. Castles
8. R. to K. square	8. K. Kt. to B. third
9. Q. Kt. to B. third	9. Q. B. to Kt. fifth
10. P. to K. R. third	10. B. takes Kt.
11. Q. takes B.	11. Q. Kt. to B. third
12. Kt. to K. second	12. B. to Q. third
13. P. to Q. B. third	13. Q. Kt. to K. second
14. Q. B. to Kt. fifth	14. Q. Kt. to Kt. third
15. Kt. to Kt. third	15. K. B. takes Kt.
16. P. takes B.	16. P. to Q. B. third
17. K. R. to K. B. square	17. Q. to Kt. third (*a*)
18. Q. B. takes Kt.	18. P. takes Q. B.
19. R. to K. B. second	19. Q. R. to K. square
20. Q. to K. B. fifth	20. R. to K. third
21. P. to K. R. fourth	21. K. R. to K. square
22. P. to K. R. fifth	22. Kt. to K. B. square
23. Q. R. to K. B. square	23. K. to R. square
24. Q. to K. Kt. fourth	24. P. to Q. B. fourth
25. K. to R. second	25. P. takes Q. P.
26. P. takes P.	26. Q. to Q. third
27. Q. to K. R. fourth	27. K. to Kt. second
28. P. to R. sixth (check)	28. K. to R. square
29. R. takes P.	29. Q. to Q. Kt. third
30. Q. to Kt. fifth	30. Kt. to Kt. third
31. B. takes Kt.	31. R. P. takes B.
32. R. takes B. P.	32. Q. to Kt. fifth
33. Q. takes Q. P.	33. R. to K. fifth

34. Q. takes Kt. P.	34. Q. takes Q.
35. R. takes Q.	35. R. takes Q. P.

And White mated in five moves.

Note.

(*a*) A weak move, "Q. to Q. third" seems to us far preferable.

Game between Mr. BURDEN and Herr HARRWITZ, the latter giving the odds of Pawn and move.

(*Remove Black's K. B. P.*)

White. (Mr. BURDEN.)	*Black.* (Mr. HARRWITZ.)
1. P. to K. fourth	1. Kt. to Q. B. third
2. P. to Q. fourth	2. P. to K. fourth
3. P. to Q. fifth	3. Q. Kt. to K. second
4. B. to K. Kt. fifth	4. P. to Q. third
5. P. to Q. B. fourth	5. Q. to Q. second
6. Kt. to Q. B. third	6. P. to Q. R. third
7. P. to K. B. fourth (*a*)	7. P. takes P.
8. B. takes P.	8. Kt. to Kt. third
9. B. to Kt. third	9. Kt. to B. third
10. B. to Q. third	10. B. to K. second
11. Kt. to B. third	11. Kt. to Kt. fifth
12. Q. to K. second	12. B. to B. third
13. P. to K. fifth (*b*)	13. Q. Kt. takes P.
14. B. takes Kt.	14. Kt. takes B.
15. Kt. takes Kt.	15. P. takes Kt.
16. Castles (K. R.)	16. Q. to Kt. fifth (*c*)
17. Q. to Q. B. second	17. Q. to R. fifth
18. Q. R. to K. square	18. Castles
19. Kt. to K. fourth	19. B. to Q. second
20. P. to B. fifth	20. K. to R. square
21. R. to K. third	21. Q. R. to Q. square
22. P. to B. sixth	22. P. takes P.
23. P. takes P.	23. B. to B. square
24. Q. R. to B. third	24. Q. B. to Kt. fifth
25. R. to Kt. third	25. K. B. to K. second
26. Kt. to B. second	26. B. to B. square

No. 107. *Page* 320.

White.	*Black.*
1. B. to Q. B. fourth (check)	1. K. moves
2. P. takes P.	2. B. to K. Kt. fifth (A, B, C)
3. Kt. to Q. sixth (check)	3. Q. takes Kt. (D, E)
4. Q. to K. B. fifth (check)	4. Q. takes Q. or K. moves
5. K. or Q. mates	
(A)	
	2. Q. takes Kt.
3. B. to Q. fifth (check)	3. Q. takes B. or K. moves
4. Q. mates	
(B)	
	2. Q. takes B.
3. Q. to K. fifth (check), and mates next move	
(C)	
	2. K. moves
3. Q. to Q. Kt. third (check)	3. R. to Q. mates
(D)	
	3. K. to K. fourth
4. Kt. to K. B. fifth takes B. and discovers mate	
(E)	
	3. K. to K. sixth
4. Q. to Q. Kt. third, mates	

No. 108. *Page* 320.

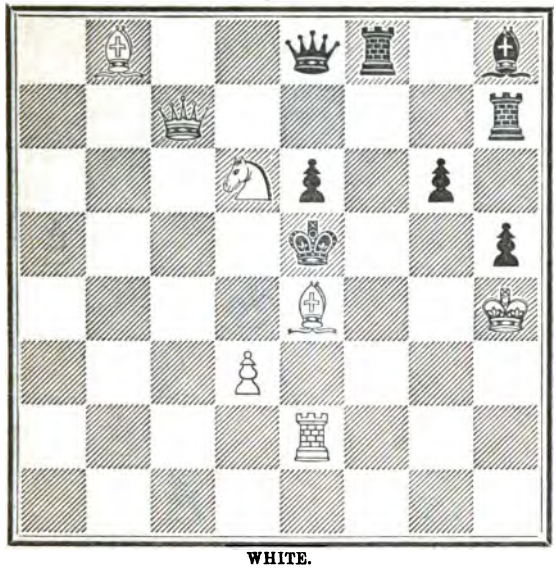
White.	*Black.*
1. Q. to Q. B. second	1. R. to K. Kt. second (A)
2. Q. takes Q. B.	2. Q. to K. fifth (best)
3. Q. takes K. P.	
If Q. were to take Q., Black would play "R. to Kt. seventh."	
	3. Q. to Q. Kt. eighth (best)
4. Kt. to Q. B. second (check)	4. Q. takes Kt.
5. Q. to R. second, mate	
(A)	
	1. R. to K. second
2. Q. takes Q. B.	2. Q. to K. fifth (best)
3. Q. takes Q.	3. R. to Q. B. eighth (best)
4. Q. to Q. Kt. square (check)	4. R. takes Q.
5. Kt. to Q. B. to mate	

BRISTOL ATHENÆUM CLUB.

Ever since this Club was established, under the presidency of Captain Kennedy, its affairs have been in every respect most prosperous—a result which we should have expected, directed as it has been by one so zealously attached to the cause of Chess as its accomplished President. It can now boast of upwards of 140 members. The Annual Meeting is appointed to take place next month, and we hear that the programme is of the most attractive character. Herr Löwenthal has been engaged by the Club to be present throughout the Meeting, which will last the whole week.—*Illustrated News of the World.*

No. 109. Problem by J. C. ROLL, Esq.

BLACK.

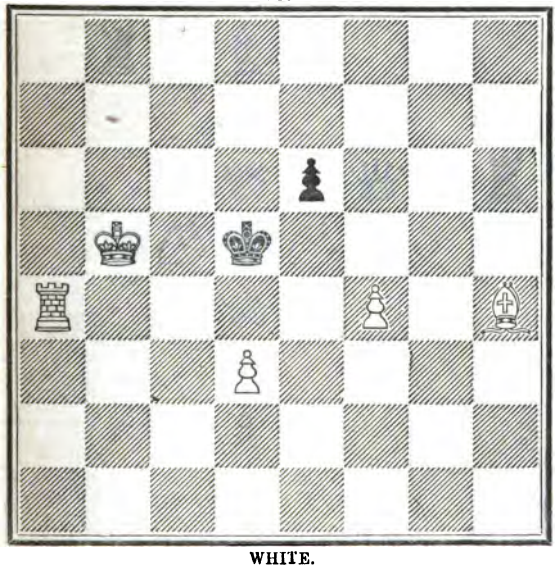


WHITE.

White to mate in two moves.

No. 110. Problem by P. T. D., Newcastle-on-Tyne.

BLACK.

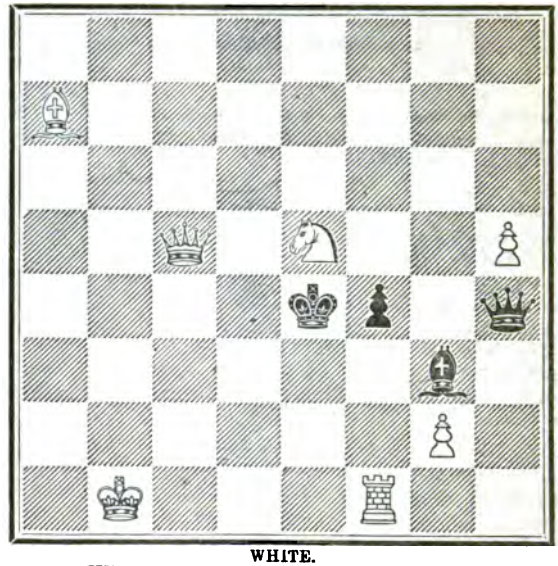


WHITE.

White to move, and mate in four moves.

No. 111. Problem by J. C. ROLL, Esq.

BLACK.



WHITE.

White to play and mate in four moves.

No. 112. Problem by J. T. BARLIN, Esq.

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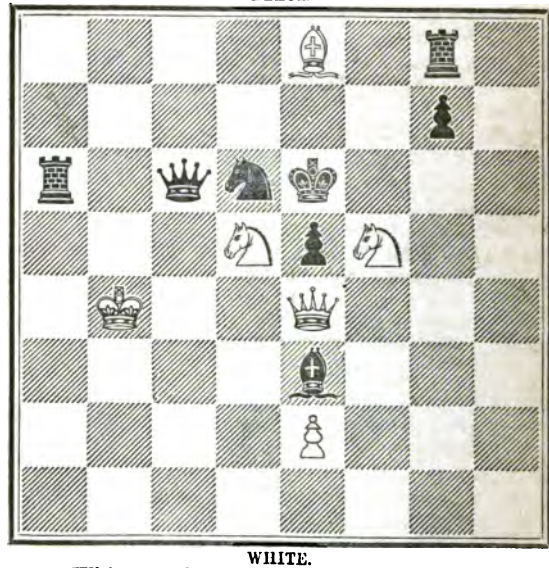


WHITE.

White to play, and mate in four moves.

THE EVANS' GAMBIT.

(*Continued from page* 324.)

We have, in our former numbers, given the defences against the FRASER'S attack, and the MACDONNELL attack, the former begins by playing, on the 9th move, "Kt. to Q. B. third," and the latter by playing, on the 9th move, "P. to Q. fifth." This move we have always considered the strongest mode of continuing the attack. In the other variations of attack on the 9th move, the defence is comparatively easy; we shall begin with the variation, "B. to Q. Kt. second."

Variation "B. to Q. Kt. second."

White.	*Black.*
9. B. to Q. Kt. second	9. Kt. to K. B. third
10. P. to K. fifth	

If any other move, Black castles, and White's attack becomes ineffectual.

	10. P. takes P.
11. B. to Q. R. third	

The strongest move for White; if "P. to Q. fifth," "Kt. to K. second" makes Black's game safe.

	11. B. to K. third
12. B. takes B. (best)	12. P. takes B.
13. Q. to Q. Kt. third	13. Q. to Q. fourth

and Black has the better game.

The following variation on the 10th move is given in the *Handbook* of HEYDEBRANDT VON DER LASA (Edition, 1858, p. 144).

10. Kt. to Q. second	10. Castles
11. P. to K. fifth	11. Kt. to K. square

and the author very properly says that Black has the better game.

Should white, on the 10th move, play "Q. to Q. Kt. third," the following variation would occur:—

10. Q. to Q. Kt. third	10. Castles
11. P. to K. fifth	11. Kt. to Q. R. fourth
12. Q. to Q. B. second	12. Kt. takes B.
13. P. takes Kt.	13. Kt. takes B.
14. P. takes P.	14. K. takes P.
15. Q. takes Kt.	15. Q. to Q. B. third

with the better game. If "R. to K. square" on the tenth move, then:—

10. R. to K. square	10. Castles
11. P. to K. fifth	11. P. takes P.
12. B. to Q. R. third	12. R. to K. square
13. P. to Q. fifth	13. Kt. to Q. R. fourth

with the better game.

Now we come to the variation "P. to K. fifth," which is one of the weakest attacks as it shuts the K. B. out of play.

Variation "P. to K. fifth."

9. P. to K. fifth	9. P. to Q. fourth
10. B. to Q. Kt. third (best)	10. P. to K. R. third
11. B. to Q. R. third, or (*a*)	11. K. Kt. to K. second
12. Kt. to Q. B. third	12. B. to K. third
13. Q. to Q. third	13. Q. to Q. second

and Black has the advantage of a Pawn and the position. If on the 10th move White had played "B. to Q. third," Black, by playing "B. to K. Kt. fifth," and then "Q. to Q. second," and bringing the K. Kt. out, has the option of Castling on either side.

(*a*)

11. B. to K. third	11. B. to K. Kt. fifth
12. P. to K. R. third	12. B. to K. R. fourth
13. Kt. to Q. B. third	13. Kt. to K. second
14. P. to K. Kt. fourth	14. B. to K. Kt. third
15. Kt. to K. R. fourth	15. B. to Q. R. fourth
16. R. to Q. B. square	16. B. takes Kt.
17. R. takes B.	17. Q. to Q. second

and Black has the better game.

In the following two variations the defence is very simple, especially for those who have studied the defences given in the former variations.

Variation "R. to K. square."

9. R. to K. square	9. P. to K. R. third
10. B. to Q. Kt. second, or (*a*)	10. B. to K. Kt. fifth

In order to prevent the advance of the Q. P., which would be fatal.

11. B. to Q. Kt. fifth	11. K. to B. square

and White remains with a Pawn less, and no adequate attack.

Those who have carefully studied our former variations may prefer the following defence, for which we also confess our partiality.

9. R. to K. square	9. Kt. to Q. R. fourth
10. B. to Q. Kt. second	10. Kt. to K. second
11. P. to Q. fifth	11. Castles
12. B. to Q. third	12. B. to K. Kt. fifth
13. Kt. to Q. second	13. P. to K. B. fourth

and Black has the better game.

We now come to the last variation, "B. to Q. R. third."

9. B. to Q. R. third	9. P. to K. R. third
10. R. to K. square, or (*a*)	

"Q. to Q. Kt. third" would be answered with "Kt. to Q. R. fourth," and "P. to K. fifth" with "P. to Q. fourth."

	10. Kt. to K. second
11. P. to K. fifth	11. P. to Q. fourth
12. B. to Q. Kt. third	12. B. to K. third

and Black has again the advantage.

	(a)
10. B. to K. Kt. fifth	10. B. to Q. second
11. P. to K. fifth	11. P. to Q. fourth
12. Kt. to Q. B. third	12. Kt. to K. second
13. R. to K. square	13. B. to K. third

and Black has already the advance.

This terminates our analysis of the *Evans' Gambit*. We believe to have proved, to the satisfaction of our readers, that the defence ought always to win. Should it have happened (in the course of our analysis) that we have overlooked some mode of attack, we shall be obliged to our readers for any suggestion, and shall, in future numbers, supply any omission which may have taken place. *Errare humanum est.*

HORÆ MATUTINÆ.

To the EDITOR *of the* CHESS PLAYER'S CHRONICLE.

SIR,—Mine is one of those impassioned characters which, whenever they take a subject in hand, follow it up with all the energy of their nature. Thus, as soon as I had learned the game of Chess, and became somewhat initiated into its mysteries, not only my attachment to the noble game grew daily stronger, but I also began to feel a lively interest in the Chess players themselves; nay, the very gossip about Chess and Chess players had an infinite charm for me. Whenever I was at leisure I visited the different places where the players used to meet; I subscribed to every club in the metropolis; kept all the periodical publications which related to Chess, and never passed a book-stall without trying if I could not become the fortunate purchaser of a book upon Chess which I had not yet in my library. As soon as I read the announcement, two years ago, in the *Illustrated London News*, that a new series of the CHESS PLAYER'S CHRONICLE, the publication of which had stopped for some time, would make its appearance, I hastened to add my name to the list of subscribers. I must candidly confess I do not regret having done so; for, with the exception of some typographical errors, which, by the by, are sometimes very puzzling, one can find but little fault with it; on the contrary, there never existed a Chess periodical containing so many valuable and original games, so many new and skilful problems, by the first composers of the day. Still there is one thing which I have sadly missed in this, as well as in all the other Chess publications, and which, I have no doubt, a great number of your readers have also missed, even if they do not possess the tenth part of the Chess enthusiasm of which I am guilty. This *desideratum* for the reader, who often leads the life of a hermit in a country-place, is to obtain general news from the Chess world, concerning Chess publications, Chess players, and doings in the

Chess circles. It is true, some scraps of news sometimes appear in your's as well as in other publications, but they are so scarce, that, instead of satisfying, they only produce a craving for more. Now, as I almost daily visit the resorts of Chess players, I have frequent occasion to hear by their conversations the latest news, especially at those places where players meet to take their morning meals, and when they are not yet engaged in the all-absorbing pursuits of the game. Should these conversations amuse your readers as they have amused me, I shall be most happy to report them to you from time to time; on condition, however, that you give a faithful copy of my report, eliminating nothing, adding nothing. Speak of me as I am—nothing extenuate.

I beg to remain, Sir, your's faithfully,

A KNIGHT OF THE SQUARE TABLE.

HORÆ MATUTINÆ.

Scene—THE PHILIDORIAN CHESS ROOMS.

(Time, half-past 12 A.M.)

DOCTOR MACIVOR, *late surgeon on board of Her Majesty's frigate,* Caissa, *is reading the* Times—CAPTAIN O'MILLAN, *formerly in the Company's Service, is earnestly discussing his breakfast, consisting of a cup of tea, two eggs, a rasher of bacon, and a French roll.*—PROFESSOR LONG *is sitting before a Chess-board, trying to solve a Problem taken from the French Chess publication,* La Regence.

THE DOCTOR. Well, Professor, you have been trying the last half-hour to solve that problem; have you at last found the way to do it?

THE PROFESSOR. No, not yet; it is a very difficult problem, by LE BAYER. *La Regence* has copied it from the *Chess Monthly*, and the *Chess Monthly* from the *Berlin Schachzeitung*, as Mr. SCRIBBLER told me in great dudgeon; for he copied it three times from the three publications, and when he came to compare them at home he found it was the same problem, and thence his ire. Last month, the *Era* and the *Illustrated London News* published a problem of Mr. FRANK HEALEY'S; by a singular coincidence, both editors copied it at the same time (I believe from the American Chess Congress). This problem was originally dedicated to MORPHY. Chance would have it that both papers made a great flourish about it, each leading their subscribers to believe it was composed expressly for the paper in which it appeared. This, combined with the fact, that the two editors like each other like cats and dogs, makes the whole affair a capital bit of fun.

THE CAPTAIN (*having finished his breakfast, and lighting a cigar*). What does Mr. SCRIBBLER copy all these problems for? Whenever I see him he is either copying a problem or trying to solve one.

THE PROFESSOR. It is a way he has; he has already copied many thousand problems; and though he never plays Chess, he is the most ardent problem hunter and problem solver in these realms. I am sure he dreams of nothing but problems. But, Doctor, how did you get on yesterday with Herr FALKBEER, with Pawn and two moves: did you win?

THE DOCTOR. No; he carries too many guns for me; I must go back to the Knight; I thought I was over the odds of a Knight, as I won a game or two of him lately; but I see I have no chance at all with him with Pawn and two; I did not win a single game. I was rather out of temper yesterday, finding myself so shamefully beaten; but my loss had the contrary effect upon him; I never saw him in a better humour; he became quite amiable.

THE PROFESSOR. It is wonderful how Chess affects a man; I never saw STAUNTON lose a game of Chess without losing his temper. MACDONNELL, although he did not show any outward symptoms, was always strongly affected by the loss of a game. With LABOURDONNAIS, the excitement consequent upon losing a game only lasted a minute or two, but still the loss did excite him. Old ALEXANDER was perhaps the best tempered loser of a game of Chess I have ever met with.

THE CAPTAIN. Do you not think LÖWENTHAL is a very gentlemanly player, and loses with great equanimity.

THE PROFESSOR. I don't know about his equanimity; but you can say of him, what was said of TALLEYRAND, that you can never see in his face what passes behind his back. MORPHY is the most impassible player I have seen; but I am convinced he feels the loss of a game more than most players,—even more than STAUNTON,—only he has a wonderful command over himself, especially for one so young: he would have made, I have no doubt, an excellent diplomatist. I wonder if he will soon find his master.

THE DOCTOR. I have heard that PAULSEN, the famous blindfold player in America, has challenged him to play a match on even terms, and that he has declined to play, unless giving the odds of Pawn and move. Thereupon PAULSEN is said to have proposed to take odds in games, which MORPHY also declined. What do you say, Professor, has MORPHY a right to decline the challenge of PAULSEN.

THE PROFESSOR. Certainly not; if PAULSEN agrees to the terms of MORPHY—by terms I mean the stakes—I think MORPHY has only a right to refuse a challenge on the plea of small stakes; but professing to be the Champion of Chess, and having himself challenged all comers, he has no right to say now, "I will not play unless giving odds." But, as I say, he may entrench himself behind the barricade of stakes, and say, I will not play unless for a thousand dollars. I say, Captain, what has become of KOLISCH?

THE CAPTAIN. He has been in Manchester and played with HORWITZ, as I see by the papers, and won the match by winning three games to HORWITZ's one. Poor HORWITZ, he is the best fellow under the sun; but what came in his head to play a match, when he has been so many years out of play, and with one who is in full condition, and so slow a player as KOLISCH.

THE DOCTOR. I thought KOLISCH was a quick player; at least when I saw him play here he was very quick.

THE PROFESSOR. He may be quick when he plays skittling games, but he is certainly not quick in a serious game. Here is *Bell's Life* of October the 28th. I will read to you what WALKER says of him:—

"Mr. MEDLEY resigned his Match with Herr KOLISCH. We regret to see that the latter, when under adversity, adopts the Fabian policy of taking an hour to an hour and a half on every move. This is not Chess. We would respectfully warn so fine a player as Herr KOLISCH against falling into this horrible error; for its consequence will be that no player of a standing to know what Chess ought to be will seek the dangerous honour of an encounter with him. An hour over a Chess move might do for Methuselah, but not for mortals whose days are but three score and ten. This shows the necessity for fixing a maximum of fifteen or twenty minutes for a move. Players exceeding that time should be shunned as a common nuisance."

THE DOCTOR. WALKER does not seem very much smitten with him, but LÖWENTHAL and STAUNTON speak very highly of his play. There appears to be a difference of opinion. Which is the right one?

THE PROFESSOR. There is no doubt that KOLISCH is a very good player, but I suppose they make too much of him, as they make of every new star. They say he is invited to America; is there any truth in the report?

THE CAPTAIN. If he goes to America he will catch a tartar in MORPHY.

THE PROFESSOR. All right, Captain; we know MORPHY is your idol, because you believe him to be of Irish extraction; but he was, I am confident, greatly overrated, as you will find if he meets with KOLISCH, who, perhaps, is also overrated. Don't you think that that affair with PAULSEN looks a little suspicious?

THE CAPTAIN. Nonsense; he will beat PAULSEN, as sure as eggs are eggs; and KOLISCH also, if they play together.

THE PROFESSOR. Perhaps, if they play together; but it seems not to be an easy matter to get MORPHY to play with a strong player. He was not very anxious during his stay in London to meet with the strongest players. It is true he played a good many games with BARNES, but he did not wish to play with CAMPBELL, who beat BARNES in a set match, and who, I believe, is now one of the strongest

English players. I wish a match could be arranged between KOLISCH and CAMPBELL. It would be a very interesting one; they are both young and steady, and are both match players.—Have either of you seen the games between HORWITZ and KOLISCH?

THE DOCTOR. I have played them through, but there is not much in them. Any one can see that HORWITZ is quite out of play. He made blunders which, I always believed, nobody could make but myself. There are a great many Chess publications and Chess columns now, but they give such very scanty news. I wonder why the CHRONICLE does not reserve a column for general news. It would be at any rate interesting to the country reader.

THE PROFESSOR (*taking his hat and umbrella*). I shall be here at six o'clock, Doctor, and if you are disposed, I shall be happy to give you a lesson in the *Evans' Gambit*. [*Exit.*

Enter Mr. GRUMBLE.

MR. GRUMBLE. (*Rings the bell, orders a chop and potatoes, a glass of water, a cup of coffee and a cigar; puts his spectacles on, takes the* Daily News, *lays it on his knees, and, after having stared for some time into the fire, turns towards the Doctor*). Can you tell me, Doctor, what sort of pleasure or amusement you find in moving every day for five or six hours those little pieces of wood, which you call Chessmen, about? If you were a first-rate player, who is always, or mostly winning, I would say it is in order to satisfy your vanity, which, in that case, would tell you that your combinating powers are superior to those of your adversaries; but I observe that you generally chose stronger players than yourself, therefore that supposition is not admissible. Although you nearly always play for a stake, you far oftener lose than win; gain, therefore, cannot be your object. To become a great master of the game is an idea which you must have shelved long ago; for it ought to be evident to you, that for twenty years you have made little if any progress in it. You played Chess, I have no doubt, long before MORPHY was born, and when he came here he gave you a Knight and won every game. If it is simply to kill time, why don't you try billiards, or even skittles, tennis, or cricket, all of which are far more healthy exercises than sedentary Chess. You are a medical man, and ought to know better; you said yourself the other day that you were suffering from hemorrhoidal affections, and what can be worse for that complaint than sedentary pursuits. If you were a married man, one may suppose that you keep out of the way, in order not to hear Mrs. Caudle's lectures, as I hear many Chess players do; but as it is, I can only ascribe this Chess mania of yours to a predominance of the organ of combination, and to a deficiency in those organs which tend to an active and useful life. Am I not right, Doctor, in my supposition?

THE DOCTOR (*who, during Mr. Grumble's speech, looked more asto-*

nished than edified). Hum! Well, I suppose it is the east wind, Mr. Grumble, that affects you.

MR. GRUMBLE. Well, and if it does, that cannot prove that I am wrong.

THE CAPTAIN. Now, Doctor, you have been at the University of Aberdeen, and should not let Mr. Grumble have the best of the argument. I really think there is much truth in what he has said; and unless you can prove that his theory is fallacious, I shall give up Chess for a fortnight.

THE DOCTOR. If that is the case, Captain, I shall not let you be deprived so long of your favourite pastime, and shall prove to Mr. Grumble that all he said is splash-dash-flash. He has come to the wrong box to attack a man in that way, and lay about with his arguments like a bull in a china-shop. Now; let us see. You asked me what pleasure or amusement I can find in Chess. I must tell you, that pleasure and amusement entirely depend upon each man's individuality; very much like taste, and in that respect—*Quot capita, tot census.* If you can find no amusement in Chess, I am sorry for it, but I cannot help it. But I shall try to make you understand how it is that I now devote so much time to the game. When I was a boy, I used to play with marbles, hoop, and top, and leap-frog; and if you will lend me your back I can do it now. (*Mr. Grumble looks horror-struck.*) I played also at other games, just as boys do. When I came to the school of the Rev. Dr. Bookworm I learnt from one of the eldest boys to play at Draughts and Chess, and these two games became my favourite pastime in rainy days; in fine weather I preferred cricket; and must confess that I was still very partial to leap-frog, and never missed to jump, to his great consternation, over the gardener's back when he was digging. When I left the school I could beat, at these two games, all the other boys, and even the masters. Then came the university; during all the time I was there, I do not remember to have played Draughts or Chess. When I entered the Navy as surgeon, I again resumed the culture of Chess, but gave up Draughts, that game being then a special favourite among the warrant officers; and it would not have been fit for one bearing her Majesty's commission to indulge in the same mental exercise as uncommissioned officers.

MR. GRUMBLE. A very misplaced pride, that.

THE DOCTOR. Never mind; it has nothing to do with the argument. Since that time, to the best of my recollection, I never played a single game of Draughts; but at Chess I always found opponents, though seldom one whom I could not beat, and on all my voyages and trips I practised the noble game. I shall never forget that episode of my life, when, many years ago, after a reconvalescence, I had to join the good ship *Caissa*, which was at the time in Egypt, and I embarked at Southampton, on board a steamer belonging to the Oriental

Steam-ship Company, in command of Captain Evans. You may imagine my joy when I found that the commander of the steamer was the very identical Captain Evans who invented the famous Gambit. He was, if possible, fonder of the game than myself, and whenever he had time to spare we sat down to the Chess-board and fought like two Kilkenny cats. He won a large majority of games, still I gave him some trouble. He was a pleasant companion, a pleasant loser, and a still more pleasant winner; for as often as he won he gave me one of his choice Havannah cigars, of which he had several boxes, saying, "Now blow a cloud, that will make your defeat less painful." I was sorry that the voyage was so soon over, and so was he; at least he said so. I do not know how it is, Mr. Grumble, but I always feel a pleasurable sensation whenever I remember those distant days of my passage.

MR. GRUMBLE. 'Tis distance that lends enchantment to the view.

THE DOCTOR. Never mind what it is, it is a fact; and you may note down to your other observations, that the game not only procures amusement when played, but also that the remembrance of agreeable hours passed over the Chess-board leaves in the ill-conditioned mind of a Chess player, pleasant recollections.—Let me continue. After my meeting with Captain Evans, I remained twelve years in the Navy, during which time, as I said, I often played. My services and the wounds received entitled me to my pension, and I came to London, where my brother resided with his family. I have served my country for twenty-five years, during all that time I have done my duty. I have only played at Chess during leisure hours; and unless you deny a man's right to do so, you must confess that I had, and have, a right to play Chess when I have no duties to perform.

MR. GRUMBLE. I never denied that.

THE DOCTOR. Very well; I have shown you how I came to play Chess; I will tell you now how and why I enjoy a game of Chess, and why that game has such allurements to a thinking man.

THE CAPTAIN. I should like to hear you out, Doctor, but I have an appointment at the bank, and must go now; could you not postpone your argument till we meet again with Mr. Grumble?

THE DOCTOR. It will be better, for I have much to say yet, and we are talking too loud and disturb the players.

MR. GRUMBLE. You will never be able to show that Chess is not, to say the least of it, a useless loss of time.

THE DOCTOR. We shall see, Mr. Grumble, who will have the best of it.—Read, now, Lord John Russell's despatch to the Sardinian envoy, and tell me what you think of it. [*Exit* CAPTAIN.

[*During this time the room has been gradually filling, the* DOCTOR *sits down to a game of Chess, and* MR. GRUMBLE *reads the* Daily News.

(*To be continued.*)

The following Match between Herren HORWITZ and KOLISCH was recently played at the Manchester Chess Club. The winner of the first three games was to be declared the victor.

GAME I.

(*Gambit declined.*)

White. (Herr HORWITZ.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. takes Q. P.	3. P. to K. fifth
4. B. to Kt. fifth (check)	4. P. to Q. B. third
5. P. takes P.	5. P. takes P.
6. B. to B. fourth	6. K. Kt. to B. third
7. P. to Q. fourth	7. B. to Q. third
8. K. Kt. to K. second	8. Castles
9. Castles	9. B. to K. Kt. fifth
10. Q. Kt. to B. third	10. Q. Kt. to Q. second
11. P. to K. R. third	11. B. takes Kt.
12. Kt takes B.	12. Q. Kt. to Kt. third
13. B. to Kt. third	13. P. to Q. B. fourth
14. P. takes P.	14. B. takes P. (check)
15. K. to R. second	15. Kt. to Kt. fifth (check)
16. K. to Kt. third	16. B. to B. seventh (check)
17. R. takes B.	17. Q. takes Q.
18. P. takes Kt.	18. P. to K. sixth
19. R. to K. B. third	19. Q. to K. eighth (check)
20. K. to R. third	20. Q. takes Kt.
21. Q. B. takes P.	21. K. R. to K. square

And after a few more moves, White resigned.

GAME II.

(*Ruy Lopez.*)

White. (Herr KOLISCH.)	*Black.* (Herr HORWITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. Kt. to K. B. third
4. Castles	4. B. to K. second
5. Kt. to Q. B. third	5. P. to Q. third
6. P. to Q. fourth	6. P. takes P.

7. Kt. takes P.	7. B. to Q. second
8. P. to K. B. fourth	8. Kt. takes Kt.
9. B. takes B. (check)	9. Q. takes B.
10. Q. takes Kt.	10. Castles (K. R.)
11. P. to K. B. fifth	11. P. to Q. Kt. third
12. Q. to Q. third	12. Kt. to K. Kt. fifth
13. B. to K. B. fourth	13. P. to K. B. third
14. Q. R. to Q. square	14. Kt. to K. fourth
15. B. takes Kt.	15. B. P. takes B.
16. Q. to Q. fifth (check)	16. K. to R. square
17. Q. takes K. P.	17. B. to K. B. third
18. Q. to K. Kt. third	18. Q. R. to K. square
19. K. R. to K. square	19. Q. to Q. B. third
20. Q. to Q. third	20. B. takes Kt.
21. Q. Kt. P. takes B.	21. R. to K. fourth
22. R. to K. third	22. K. R. to K. square
23. Q. R. to K. square	23. Q. to Q. R. fifth
24. P. to K. Kt. fourth	24. Q. takes Q. R. P.
25. P. to K. Kt. fifth	25. Q. to K. B. second
26. R. to K. R. third	26. P. to K. Kt. third
27. R. to K. R. sixth	27. R. takes K. B. P.
28. Q. to K. Kt. third	28. K. R. to K. fourth
29. Q. to R. fourth	29. R. to K. B. square
30. P. to K. R. third	30. R. takes P. (check)

And White resigns.

Game III.

(Petroff's defence to the Knight game.)

White. (Herr Horwitz.)	*Black.* (Herr Kolisch.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Kt. takes K. P.	3. P. to Q. third
4. Kt. to K. B. third	4. Kt. takes P.
5. P. to Q. B. third	5. P. to Q. fourth
6. B. to K. second	6. B. to Q. third
7. P. to Q. third	7. Kt. to K. B. third
8. Q. B. to K. Kt. fifth	8. B. to K. third

9. Kt. to Q. R. third	9. P. to Q. B. third
10. Q. Kt. to B. second	10. Q. Kt. to Q. second
11. Castles	11. Q. to B. second
12. B. to K. R. fourth	12. Castles (Q. R.)
13. Q. Kt. to Q. fourth	13. Q. R. to K. square
14. P. to Q. Kt. fourth	14. K. Kt. to Kt. fifth
15. P. to K. R. third	15. K. Kt. to K. fourth
16. Kt. takes B.	16. P. takes Kt.
17. B. to K. Kt. fifth	17. P. to K. R. fourth
18. Kt. takes Kt.	18. B. takes Kt.
19. B. takes K. R. P.	19. P. to K. Kt. third
20. B. takes Kt. P.	20. Q. R. to K. Kt. square
21. B. to K. B. seventh	21. R. takes B.
22. B. takes K. P.	22. B. takes Q. B. P.
23. Q. R. to B. square	23. B. to Q. fifth
24. Q. to K. B. third	24. Q. to Q. third
25. Q. to K. B. seventh	25. R. to K. B. square
26. Q. takes Kt. (check)	26. Q. takes Q.
27. B. takes Q. (check)	27. K. takes B.
28. R. to B. second	28. R. to B. sixth
29. K. to R. second	29. B. to K. fourth (check)
30. P. to K. Kt. third	30. B. takes P. (check)
31. K. to Kt. second	31. Q. R. to B. fourth
32. P. takes B.	32. R. takes R.

And wins.

GAME IV.

(*Ruy Lopez.*)

White. (Herr KOLISCH.)	*Black.* (Herr HORWITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. Kt. fifth	3. Kt. to K. B. third
4. Castles	4. P. to Q. third
5. P. to Q. fourth	5. P. takes P.
6. P. to K. fifth	6. P. takes P.
7. Kt. takes P.	7. B. to Q. second
8. B. takes Kt.	8. B. takes B.

9. Kt. takes B.	9. P. takes Kt.
10. R. to K. square (check)	10. B. to K. second
11. Q. to K. second	11. Kt. to Q. fourth
12. P. to Q. B. fourth	12. Kt. to Q. Kt. fifth
13. P. to Q. R. third	13. Kt. to Q. R. third
14. P. to Q. Kt. fourth	14. Q. to Q. second
15. Kt. to Q. second	15. Castles (K. R.)
16. Q. takes B.	16. Q. R. to Q. square
17. Q. takes Q.	17. R. takes R. (check)
18. Kt. to B. square	

And Black resigns the Game and Match.

Game between Mr. W. T. PIERCE and Mr. J. PIERCE.

(*Scotch Gambit.*)

White. (Mr. W. T. PIERCE.)	*Black.* (Mr. J. PIERCE.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to K. second
5. Castles	5. B. to K. B. third
6. P. to K. fifth	6. B. takes P.
7. Kt. takes B.	7. Kt. takes Kt.
8. R. to K. square	8. Q. to K. second
9. P. to K. B. fourth	9. P. to Q. third
10. P. takes Kt.	10. P. takes P.
11. Q. to K. R. fifth	11. P. to K. fifth
12. R. takes P.	12. Q. takes R.
13. Q. takes K. B. P. (check)	13. K. to Q. square
14. Q. takes K. Kt. P.	14. Q. to K. eighth (check)
15. B. to K. B. square	15. Q. takes Q. B.
16. Q. takes Q. P. (check)	16. B. to Q. second
17. Q. takes R.	17. Q. to K. sixth (check)
18. K. to R. square	18. Q. to K. Kt. fourth
19. Kt. to Q. B. third	19. P. to Q. B. third
20. Kt. to K. fourth	20. Q. to K. Kt. third
21. Kt. to K. B. sixth	21. K. to Q. B. second
22. Kt. takes B.	22. K. takes Kt.
23. R. to Q. square (check)	23. K. to B. second

24. B. to Q. third	24. R. to Q. square
25. Q. to K. fifth (check)	25. Q. to Q. third
26. Q. to Q. R. fifth (check)	26. K. to Kt. square
27. P. to K. R. third	27. Kt. to K. B. third
28. B. to K. second	28. Kt. to Q. fourth
29. P. to Q. B. fourth	29. P. to Q. Kt. third
30. Q. to K. square	30. R. to K. square
31. P. takes Kt.	

And White ultimately won.

Game between Messrs. TOMLINSON and BRITTON, the former giving the odds of Pawn and two moves.

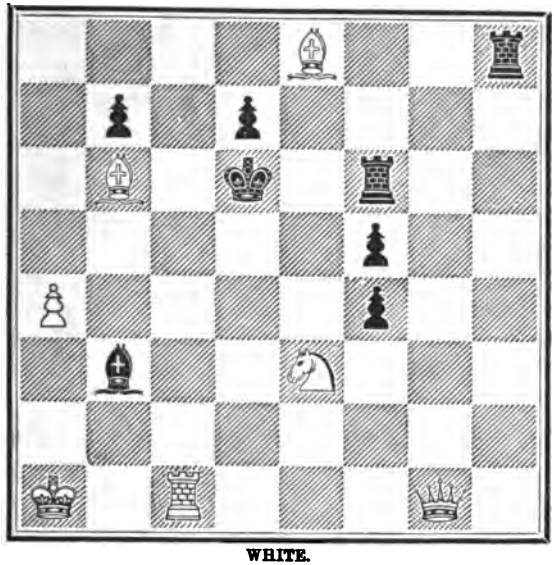
(*Remove Black's K. B. P.*)

White. (Mr. BRITTON.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. Q. Kt. to B. third	3. K. B. to Q. Kt. fifth
4. Q. B. to Q. second	4. Q. to K. B. third
5. Q. Kt. to Kt. fifth	5. B. takes B. (check)
6. Q. takes B.	6. Q. Kt. to R. third
7. K. Kt. to B. third	7. K. Kt. to R. third
8. P. to K. fifth	8. Q. to K. second
9. Castles (Q. R.)	9. Castles
10. Q. to Q. B. third	10. P. to Q. third
11. P. to K. R. fourth	11. P. takes P.
12. P. takes P.	12. Q. B. to Q. second
13. Q. Kt. to K. fourth	13. P. to Q. B. fourth
14. B. takes Kt.	14. P. takes Kt.
15. Q. takes P.	15. B. to Q. B. third
16. B. to K. second	16. Q. R. to Q. square
17. Q. to Q. B. third	17. Q. R. to Q. B. square
18. Q. to Q. Kt. third	18. B. to Q. fourth
19. P. to Q. B. fourth	19. Q. to Q. B. fourth
20. K. to Kt. square	20. B. takes P.
21. B. takes B.	21. Q. takes B.
22. Q. takes Q. Kt.	22. Q. to Q. B. seventh (check)
23. K. to R. square	23. Q. R. to Q. Kt. square

And White resigns.

No. 113. Problem by P. T. D., Newcastle-on-Tyne.

BLACK.

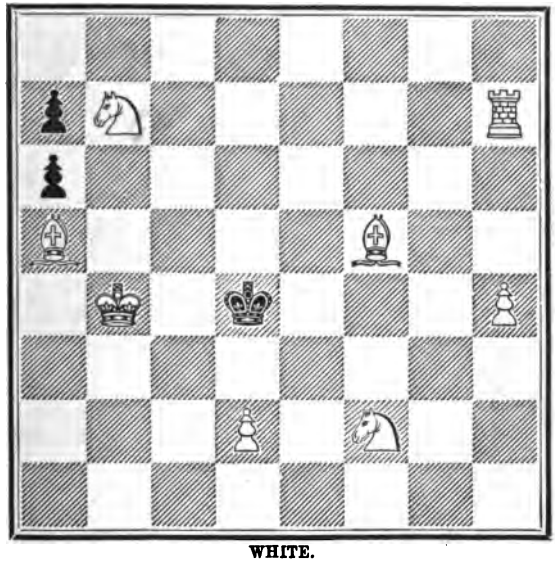


WHITE.

White to play, and mate in three moves.

No. 114. Problem by S. A. HARRISON, Camberwell.

BLACK.



WHITE.

White to play, and mate in three moves.

No. 115. Problem by Signor ASPA.

BLACK.

WHITE.

In a game in which Herr KLING gave Signor ASPA the Knight. The former announced at this point mate in four moves.

No. 116. Problem by J. A. MILES, Fakenham.

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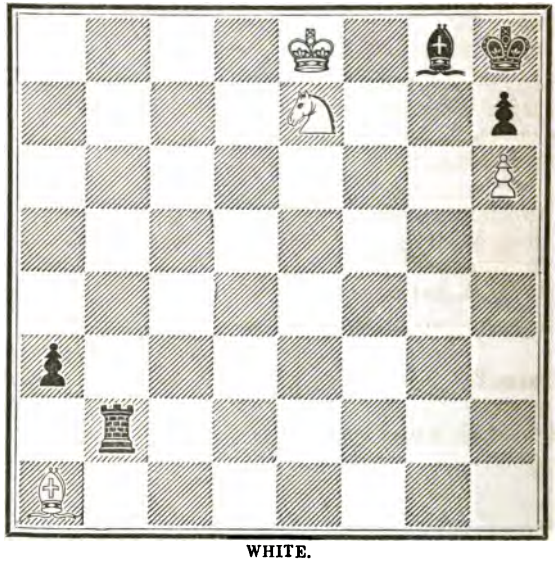


WHITE.

White to play, and mate in six moves.

Mr. ALFRED HOLLOWAY'S NEW DEFENCE TO THE MUZIO GAMBIT.

(We were prevented by want of time and space to give our own remarks upon this defence in the present number, but shall do so in our next.)—The Editor.

1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to Kt. fourth
4. B. to B. fourth	4. P. to Kt. fifth
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. Kt. to B. third

This is the Key move to the new Defence. White may now play either

	7. B. takes P. (check)	as in Variation 1
or	7. Q. to K. R. fifth	as in Variation 2
or	7. P. to Q. fourth	as in Variation 3
or	7. P. to Q. third	as in Variation 4
or	7. P. to Q. B. third	as in Variation 6
or	7. Q. Kt. to B. third	as in Variation 5
or	7. Q. takes P.	as in Variation 7

First, we will examine Variation 1.

7. B. takes P. (check)	7. K. takes B.
8. Q. to K. R. fifth (ch.) or A	8. K. to K. second
9. R. takes P.	9. Kt. to K. B. third
10. Q. to Kt. fifth	10. K. to B. second
11. P. to K. fifth	11. Kt. takes P.
12. Q. takes Kt.	12. P. to Q. third
13. Q. to R. fifth (check)	

"Q. to Q. fifth," would bring Black's Queen's Bishop into play at R. third; and if White should venture to take the Q. Kt. P., Black's Bishop to Q. fourth, followed by "K. R. to Kt. square" would be almost overwhelming.

	13. K. to Kt. square
14. Q. to Kt. fifth (check)	14. B. to Kt. second
15. P. to Q. Kt. third	15. B. to K. third
16. B. to Kt. second	16. P. to K. R. third
17. Q. to Q. R. fourth	

The only move to prevent loss on the move

	17. Kt. to Q. fourth
18. B. takes B.	18. K. takes B.
19. R. retreats	19. P. to Q. Kt. third

And White's attack is over, and with it, I think, the game.

Var. A.

8. Q. takes P. (check)	8. Kt. to K. B. third
9. P. to K. fifth	9. Kt. takes P.
10. Q. takes Kt.	10. P. to Q. third
11. Q. to K. R. fifth (check)	11. K. to Kt. square
12. Q. to Kt. fifth (check)	12. B. to Kt. second
13. P. to Q. Kt. third	

(If "Q. Kt. to B. third," Black replies with "P. to K. R. third.")

	13. B. to K. third
14. B. to Q. Kt. second	14. P. to K. R. third
15. Q. to K. third	15. Q. to K. second
16. B. takes Kt.	16. B. takes B.
17. Kt. to Q. B. third	17. P. to Q. R. third
18. Q. R. to Q. square	18. Q. R. to Q. square
19. Kt. to K. fourth	19. B. to Kt. second

And what more can White do? his attack is over, and Black has still a piece against a Pawn, and consequently ought to win.

We come now to Variation 2.

7. Q. to K. R. fifth	7. Q. to K. B. third
8. P. to Q. B. third	8. P. to Q. third
9. P. to Q. third	

(If "P. to Q. fourth," Black moves "Q. to Kt. third") or A.

	9. B. to K. R. third
10. Kt. to Q. R. third	10. Kt. to K. fourth
11. Q. to K. second, best	11. B. to Kt. fifth
12. Q. to K. B. second	12. P. to K. B. sixth
13. P. takes P.	13. B. to R. sixth
14. R. to Q. square	14. Kt. takes P. (check)
15. K. to R. square	15. B. takes B.
16. R. takes B.	16. Kt. to R. fifth

and wins.

Var. A.

9. K. to R. square	9. Kt. to K. fourth
10. B. to Q. Kt. third (or B)	10. P. to Q. third
11. Q. to K. second	11. B. to Kt. fifth
12. Q. to B. second	12. P. to B. sixth

and wins as before.

Var. B.

10. P. to Q. third	10. B. to K. R. third
11. Q. Kt. to B. third	11. P. to Q. third
12. Q. to K. second	12. B. to Kt. fifth

13. Kt. to K. B. third	13. Kt. takes Kt.
14. P. takes Kt.	14. B. to R. sixth

and Black ought to win.

We now proceed to examine Variation 3.

7. P. to Q. fourth	7. Q. to K. second
8. Q. Kt. to B. third, or A, B, C, D	8. Kt. takes Q. P.
9. Q. takes P.	9. Kt. to K. third
10. B. takes Kt.	10. Q. P. takes B.
11. B. to K. third	11. P. to K. fourth
12. Q. to Kt. third	12. P. to Q. B. third

And Black is now able to foil any attack of White, and remains a piece ahead.

Var. A.

8. Q. takes P.	8. B. to K. R. third
9. Q. to B. second	

If Q. takes Black's Q. B. P., Black forces the game at once by "P. to Q. fourth."

	9. B. takes B.
10. B. takes P. (check)	10. K. to Q. square
11. R. takes B.	11. Kt. to K. R. third
12. B. to Q. fifth	

(or Kt. third, because, if to R. fifth, Black wins a piece by "Q. to Kt. fourth.")

	12. R. to K. B. square
13. Q. to K. third	13. Kt. to Kt. sixth
14. Q. to K. Kt third (or E)	14. Q. to K. B. third

and wins.

If E.

14. Q. to Q. third	14. Q. takes P. (check)
15. Q. takes Q.	15. Kt. takes Q.

and wins.

Var. B.

8. P. to Q. B. third	8. Kt. to K. fourth
9. P. takes Kt.	9. Q. to Q. B. fourth (check)
10. K. to R. square	10. Q. takes B.
11. B. takes P.	11. P. to Q. Kt. third
12. Kt. to Q. second	12. Q. to K. third

Afterwards playing "B. to Q. Kt. second," or Q. R. third, and Castling on Q. side, having a Knight against a Pawn, which ought to win; and if 8. "P. to K. fifth" had been played by White, Black would now have a clear Kt.

Var. C.

8. Q. to K. R. fifth	8. Kt. takes Q. P.
9. Q. B. takes P.	9. Kt. to K. B. third

and Black ought to win.

Var. D.

8. Q. B. takes P.	8. Kt. takes Q. P.

(9. "Q. to K. R. fifth" brings the position to the same as last Variation, I therefore try)—

9. B. takes P. (check)	9. Q. takes B.
10. Q. to Q. third	10. B. to B. fourth
11. B. to K. third	11. Q. to Kt. second

and White has no resource.

Variation 4.

7. P. to Q. third	7. Kt. to Q. fifth
8. Q. to R. fifth	

(If "Q. takes P." the Kt. checks.)

	8. Q. to K. second
9. B. or R. takes P.	9. Kt. to K. B. third

and wins.

Variation 5.

7. Kt. to Q. B. third	7. Kt. to K. fourth
If 8. Q. to K. R. fifth	8. Kt. takes B.

therefore White must play A or B.

A.

8. Q. takes P.	8. Q. to K. B. third
9. B. takes P. (check)	9. Kt. takes B.
10. Q. takes Q.	10. Kt. takes Q.
11. R. takes Kt.	11. B. to Kt. second

and can White hope to win?

B.

8. Q. to K. second	8. P. to Q. third
9. B. to Q. Kt. third	9. B. to K. Kt. fifth
10. Q. to B. second	10. P. to B. sixth
11. P. takes P.	11. B. to R. sixth
12. R. to Q. square	12. Kt. to K. R. third

and wins.

Variation 6.

7. P. to Q. B. third	7. Kt. to K. fourth

and the game proceeds as in Variation 5.

Variation 7.

7. Q. takes P.	7. P. to K. B. third
8. Q. Kt. toB.third(or A,B,C)	8. Q. to K. second

9. Kt. to Q. fifth	9. Q. to K. fourth
10. Kt. takes Q. B. P. (check)	10. K. to Q. square
11. Kt. takes R.	11. Q. to Q. fifth (check)
12. K. to R. square	12. B. to Q. third
13. Q. moves	13. Q. takes B.

And Black, in a few moves, can win White's Kt. having three pieces in exchange for the Rook and two Pawns.

Var. A.

8. B. takes Kt.	8. R. takes B.
9. Q. takes P.	9. Q. takes Q.
10. R. takes Q.	10. Kt. to Q. fifth
11. Kt. to Q. R. third	11. Kt. to K. seventh (check)
12. K. to R. square (best)	12. Kt. takes B.
13. R. takes Kt.	13. B. to K. Kt. second
14. Q. R. to K. B. square	14. B. takes R.
15. R. takes B.	15. R. to K. B. square
16. R. takes R.	16. K. takes R.

and White must lose.

Var. B.

8. P. to K. fifth	8. Kt. takes P.
9. R. to K. square	9. Q. to K. second
10. K. to R. square	

to prevent Black checking with Kt., and winning the exchange.

	10. K. to Q. square
11. P. to Q. fourth	11. Kt. to K. Kt. third

White's attack seems now over, and Black is a clear piece ahead, and ought to win.

Var. C.

8. P. to Q. fourth	8. Q. Kt. to K. second
9. P. to K. fifth	9. Q. Kt. to Kt. third
10. Q. to K. B. third	

If "Q. to K. Kt. third," Black replies with "P. to Q. fourth," with as great an effect as at present.

	10. P. to Q. fourth
11. B. takes P.	11. P. to Q. B. third
12. B. to Q. Kt. third	12. Q. takes P. (check)

If B. interposes, or "K. to R. square," "Q. takes K. P."; if Q. interposes, "Q. takes Q.," and afterwards, "Kt. takes P.," and Black is a clear piece ahead, and ought to win.

Continuation of the Match between Messrs. BRIEN and GOCHER.

GAME VIII.

(*French Opening.*)

Black. (Mr. GOCHER.)	*White.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. K. Kt. to B. third	4. K. B. to Q. third
5. K. B. to Q. third	5. K. Kt. to B. third
6. Castles	6. Castles
7. Q. Kt. to B. third	7. P. to K. R. third
8. P. to K. R. third	8. Q. Kt. to B. third
9. B. to K. third	9. B. to K. third
10. Q. to Q. second	10. Kt. to Q. Kt. fifth
11. Kt. to K. square	11. Kt. takes B.
12. Kt. takes Kt.	12. Kt. to K. fifth
13. Kt. takes Kt.	13. P. takes Kt.
14. Kt. to K. B. fourth	14. B. to Q. B. fifth
15. K. R. to K. square	15. P. to K. Kt. fourth
16. Kt. to R. fifth	16. P. to K. B. fourth
17. P. to Q. fifth	17. Q. to K. square
18. Q. to Q. fourth	18. Q. takes Kt.
19. Q. takes B.	19. P. to K. Kt. fifth
20. P. takes P.	20. Q. takes P. (*a*)
21. B. to Q. B. fifth	21. Q. to K. B. fifth
22. B. takes B.	22. Q. takes B.
23. K. R. to K. third	23. K. to R. second
24. Q. R. to K. square	24. K. R. to K. Kt. square
25. K. R. to K. R. third	25. R. to K. Kt. third
26. R. to K. R. second	26. Q. R. to K. Kt. square
27. Q. R. to K. third	27. Q. R. to K. Kt. second
28. R. to Q. B. third	28. R. to Q. second
29. P. to K. Kt. third	29. Q. takes P.
30. Q. takes Q.	30. R. takes Q.
31. R. takes P. (check)	31. R. to Kt. second
32. R. to Q. B. third	32. P. to K. B. fifth
33. R. to K. R. fourth	33. P. to K. sixth
34. P. takes K. P. (*b*)	34. R. takes P. (check)

35. K. to B. second	35. R. to Q. seventh (check)
36. K. to K. square	36. P. takes P.
37. R. takes K. P.	37. R. takes R. (check)
38. K. takes R.	38. R. to K. second
39. R. to K. Kt. fourth	39. P. to K. R. fourth
40. R. to K. Kt. second	40. K. to R. third

And White eventually won the game.

Notes.

(*a*) The position at this point of the game is very interesting. If, instead of taking the P., which was doubtless the best move, White had checked with Q. or B., the following variations would probably have occurred:—

	20. Q. to K. R. seventh (ch.) or (A)
21. K. to B. square	21. Q. to R. eighth (check) or (B)
22. K. to K. second	22. Q. takes Kt. P.
23. P. takes P.	23. Q. to B. sixth (check)
24. K. to Q. second	

and White has clearly the better game.

(A)

	20. B. to R. seventh (check)
21. K. to B. square	21. Q. takes P.
22. P. to Q. sixth (dis. ch.), &c. &c.	

(B)

	21. P. to K. B. fifth
22. Q. takes K. P.	22. P. takes B. (best)
23. Q. to K. Kt. sixth (check)	23. K. to R. square
24. R. takes P.	24. R. to K. Kt. square

In this position White has at least the option of drawing the game by perpetual check, but having already gained three Pawns for the piece, the chances of winning are in his favour. It is obvious that the above move "R. to K. Kt. square" was Black's best answer at this juncture, for checking with Q. on K. R. eighth would have led to immediate ruin. Taking K. B. P. with R. checking, however, would not have averted the final catastrophe, as Black would have taken the R., and in answer to "R. to K. B. square (check)" have interposed the R. with perfect safety. If Q. then checks on K. Kt. fifth, White moves "K. to K. third," and will, in a few moves, be quite out of danger, with two Pawns and the exchange ahead.

(*b*) Best. If "R. takes K. B. P." instead, Black wins by playing "P. to K. seventh."

Game IX.

Between the same Opponents.

(*Philidor's Defence.*)

White. (Mr. Brien.)	*Black.* (Mr. Gocher.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third

3. K. B. to Q. B. fourth (*a*)	3. B. to K. second
4. Q. Kt. to B. third	4. K. Kt. to B. third
5. P. to Q. third (*b*)	5. Castles
6. P. to K. R. third	6. P. to Q. B. third
7. B. to K. Kt. fifth	7. B. to K. third
8. B. takes Kt.	8. B. takes Q. B.
9. B. takes B.	9. P. takes B.
10. Q. Kt. to K. second	10. Kt. to Q. second
11. Kt. to K. Kt. third	11. B. to K. R. fifth
12. Kt. takes B.	12. Q. takes Kt.
13. Q. to K. Kt. fourth	13. Q. to K. second
14. Castles (K. R.)	14. R. to K. B. third
15. Q. to K. second	15. Q. R. to K. B. square
16. Q. to K. third	16. P. to Q. Kt. third
17. P. to Q. R. fourth	17. P. to Q. B. fourth
18. P. to Q. B. fourth	18. P. to Q. R. fourth
19. Kt. to K. second	19. Q. to K. B. second
20. P. to K. B. third	20. P. to K. R. third
21. R. to K. B. second	21. Kt. to Kt. square
22. Q. R. to K. B. square	22. P. to K. Kt. fourth
23. Kt. to B. third	23. Kt. to B. third
24. K. to R. second	24. Kt. to Q. fifth
25. Kt. to Kt. fifth	25. Q. to Q. second
26. Kt. to B. third	26. Q. to K. B. second
27. Kt. to Kt. fifth	27. Q. to Q. second
28. Kt. to B. third	

Neither party feeling disposed to vary his last move, the game was declared drawn.

Notes.

(*a*) By this move White gives the advantage of the attack away.
(*b*) This gives the second player leave to castle first.

GAME X.

Between the same Opponents.

(*Irregular Opening.*)

Black. (Mr. GOCHER.)	*White.* (Mr. BRIEN.)
1. P. to Q. B. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth

3.	Q. Kt. to B. third	3. K. Kt. to B. third
4.	K. Kt. to B. third	4. P. to Q. R. third
5.	B. to K. Kt. fifth	5. B. to K. second
6.	B. takes Kt.	6. B. takes B.
7.	P. takes Q. P.	7. P. takes P.
8.	Q. to Q. Kt. third	8. P. to Q. B. third
9.	P. to K. third	9. Kt. to Q. second (*a*)
10.	B. to Q. third	10. Kt. to K. B. square
11.	P. to K. R. third	11. Kt. to K. Kt. third
12.	Q. to Q. B. second	12. Q. to K. second (*b*)
13.	Castles (Q. R.) (*c*)	13. B. to K. third
14.	Q. R. to K. square	14. Castles (K. R.) (*d*)
15.	P. to K. R. fourth	15. K. R. to Q. B. square
16.	P. to K. Kt. fourth	16. Q. B. takes P.
17.	Kt. to K. Kt. fifth	17. K. B. takes Kt.
18.	P. takes B.	18. P. to Q. B. fourth (*e*)
19.	P. to K. B. fourth	19. P. takes P.
20.	P. takes P.	20. Q. to Q. third
21.	Q. to K. R. second	21. P. to K. R. fourth
22.	P. takes P. (*en passant*)	22. Q. takes P. (check)
23.	Q. takes Q.	23. Kt. takes Q.
24.	B. to Q. B. second	24. R. to K. square (*f*)
25.	Q. R. to K. Kt. square	25. P. to K. B. fourth
26.	P. takes Kt. P.	26. K. to K. B. second
27.	R. takes B.	27. P. takes R.
28.	R. to K. B. square	28. K. takes P.
29.	R. takes Kt.	29. R. to K. eighth (check)
30.	K. to Q. second	30. R. to K. Kt. eighth
31.	Kt. takes K. P.	31. R. to K. R. square
32.	Kt. to K. third	32. R. to R. seventh (check)
33.	K. to Q. third	33. P. to Kt sixth
34.	R. to K. Kt. fourth (check)	34. K. to B. square
35.	B. to Q. Kt. third.	35. R. takes P.
36.	Kt. to K. B. fifth	36. R. takes B. (check)
37.	P. takes R.	37. P. to Kt. seventh
38.	Kt. to K. third	38. R. to Q. Kt. eighth
39.	Kt. takes P.	39. R. takes P. (check)
40.	K. to Q. B. fourth	40. R. to Q. Kt. eighth

41. P. to Q. fifth	41. P. to Q. R. fourth
42. K. to Q. B. fifth	42. P. to Q. Kt. fourth
43. P. to Q. sixth	43. P. to Q. Kt. fifth
44. Kt. to K. third	44. P. to Kt. sixth
45. P. to Q. seventh	

And wins.

Notes.

(*a*) Instead of making that roundabout way with the Kt., "P. to Q. Kt. third" would have been a far more effective move.

(*b*) We have been unable to find out the object of this move.

(*c*) Rather daring.

(*d*) Very hazardous, to Castle under the attack which has evidently been prepared for several moves; we should have preferred to move the "K. to B. square."

(*e*) We believe that White, by taking the Kt. P. with the Q., would have had the better game.

(*f*) This move seals White's fate—the game cannot now be saved.

Game between Mr. MAYALL and Mr. BRIEN.

Black. (Mr. MAYALL.)	*White.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. Kt. to K. B. third
4. B. takes Kt.	4. Q. P. takes B.
5. P. to Q. third	5. B. to K. Kt. fifth
6. B. to K. third	6. B. to Q. third
7. Kt. to Q. B. third	7. Castles
8. P. to K. R. third	8. B. to K. R. fourth
9. P. to K. Kt. fourth	9. B. to K. Kt. third
10. B. to K. Kt. fifth	10. P. to K. R. third
11. B. to K. R. fourth	11. Q. to K. second (*a*)
12. Kt. to K. second (*b*)	12. B. to K. R. second (*c*)
13. P. to K. Kt. fifth	13. Kt. takes K. P. (*d*)
14. P. takes Kt.	14. B. takes P.
15. Kt. to Q. B. third (*e*)	15. B. takes Kt.
16. Q. takes B.	16. P. takes P.
17. B. to K. Kt. third	17. P. to K. B. fourth
18. Castles (Q. R.)	18. P. to K. fifth
19. B. takes B.	19. P. takes B.
20. Q. to K. R. fifth	20. P. to Q. fourth (*f*)

21. R. from K. R. to K. Kt. sq.	21. R. to K. B. second
22. R. takes P. at K. Kt. fifth	22. R. from Q. R. to K. B. square
23. R. from Q. sq. to K. Kt. sq.	23. P. to K. sixth
24. P. takes P.	24. Q. takes P. (check)
25. K. to Q. square (*g*)	25. P. to K. B. fifth
26. Q. to K. R. sixth	26. Q. to Q. fifth (check)
27. K. to Q. B. square	27. P. to K. B. sixth
28. Kt. to Q. square (*h*)	28. R. to K. square
29. R. from K. Kt. square to K. Kt. fourth	29. R. to K. fifth
30. R. to K. R. fifth	30. K. to K. B. square
31. Q. to Q. sixth (check)	

And wins.

Notes.

(*a*) This combination is unsound.
(*b*) He might also play "P. to K. Kt. fifth" at once.
(*c*) Clearly, as his opponent missed the best move at his last chance, relying on his not taking the same advantage at the present juncture.
(*d*) Curious, although far from safe.
(*e*) "Kt. to K. Kt. third" would have been a little perilous, although it would perhaps have gained the game finally.
(*f*) To advance the Pawns on the right wing.
(*g*) The best move.
(*h*) The only play to win the game.

Game played at Liverpool, between Mr. PENNY and Mr. P——N.

(*Philidor's Defence.*)

White. (Mr. PENNY.)	*Black.* (Mr. P——N.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. to K. B. fourth
4. Q. Kt. to B. third	4. P. takes K. P.
5. Q. Kt. takes K. P.	5. P. to Q. fourth
6. Q. Kt. to Kt. fifth	6. P. to K. R. third
7. Kt. to B. seventh (*a*)	7. K. takes Kt.
8. Kt. takes P. (check)	8. K. to B. third
9. Q. to K. B. third (check)	9. B. to K. B. fourth
10. B. to Q. third	10. Kt. to K. second
11. P. to K. Kt. fourth	11. Q. Kt. to B. third

12. B. to K. third	12. Kt. takes Kt.
13. P. takes Kt. (check)	13. K. takes P.
14. P. takes B.	14. Q. to Q. B. square
15. B. to Q. fourth (check) (*b*)	15. K. to Q. third
16. P. to B. sixth	16. Kt. to B. third
17. Q. to Kt. third (check)	17. K. to K. third
18. P. takes Kt. P.	18. B. takes P.
19. B. takes B.	19. R. to K. square
20. Castles (Q. R.)	

And Black resigned.

Notes.

(*a*) A sound sacrifice. (*b*) Black dare not take.

IPSWICH AND SUFFOLK CHESS CLUB.

In the early part of November a large gathering of the Members of the above Club took place to elect a new President and Committee. The following were elected:—Mr. Thomas Gocher, *President;* Messrs. J. Gocher, A. Wallis, and A. J. Vulliamy, *Members of the Committee;* H. A. Byng, *Hon. Treasurer;* J. H. Haddon, *Hon. Secretary.* This Club has, through the exertions of Mr. John Gocher, of late risen into great importance, and is now, we are informed, in such a position as not to refuse a challenge from any club. Having unsuccessfully courted a match with several clubs in this country, they are now, we understand, about to challenge one of the continental clubs.

MATCH BETWEEN MESSRS. WATKINSON AND WERNER, HUDDERSFIELD.

We are sorry to hear that the play in this match, the particulars of the commencement of which we gave in our October Number, has been suspended in consequence of the indisposition of Mr. Werner. It will, in all probability, be some weeks before the match is again resumed. One game only has as yet been played.

DUBLIN.

A Tourney is in progress at the Dublin Library Chess Club; eight players entered, and were paired as follows:—

Mr. Mackenzie,	Mr. Emerson.
„ Sidney,	„ Conroy.
„ Buckley,	„ Martin.
„ Bewley,	„ Yeates.

We shall give the result in our next.

SOLUTIONS TO PROBLEMS.

No. 105*. *Page* 335.

White.	*Black.*
1. Q. to B. fifth (check)	1. Kt. takes Q.
2. Kt. to K. sixth	2. Any move

mates accordingly.

No. 106*. *Page* 335.

White.	*Black.*
1. R. to Q. B. sixth	1. K. moves, or A, B, C
2. R. takes B. P. (check)	2. K. to Q. fifth, or K. fifth

and White mates in two moves accordingly.

(A)

	1. B. takes R.
2. R. takes P.	2. B. to B. seventh
3. Kt. to Q. B. fifth	

and mates next move.

(B)

	1. B. to Q. fourth
2. Kt. takes P.	2. B. takes R.
3. R. to Q. fifth	

and mates next move.

(C)

	1. P. to Q. fourth
2. Kt. to Q. sixth	2. If K. moves, Kt. checks, and R. mates; but if "B. to Q. seventh," "R. takes Q. P." and mates next move.

No. 107*. *Page* 330.

White	*Black.*
1. B. to Q. B. fifth	1. K. to Q. B. eighth
2. Kt. to K. B. second	2. K. to Q. B. eighth
3. Kt. to Q. square	3. K. to Q. B. eighth
4. Kt. to Q. Kt. second	4. K. to Q. Kt. eighth
5. Kt. takes P.	5. K. to Q. B. eighth
6. K. to Q. K. second	6. K. to Kt. eighth
7. K. to Q. Kt. third	7. K. to Q. B. eighth
8. B. to K. fourth (check)	8. K. to Q. Kt. eighth
9. Kt. to Q. R. fourth	

and mates next move.

No. 108*. *Page* 336.

White.	*Black.*
1. R. to Q. seventh (dis. check)	Moves all forced.
2. Q. to Q. B. sixth (check)	
3. R. to Kt. seventh (check)	
4. Q. to K. Kt. sixth (dis. ch.)	
5. Q. to Q. seventh (check)	
6. Q. to Q. fifth (check)	
7. R. to Kt. square (dis. check)	
8. Q. to Q. B. sixth (check)	
9. R. to R. square (check)	
10. Q. to B. fifth (check)	
11. R. to R. third (check)	

White.	
12. B. to Q. fourth (check)	
13. R. to Kt. third (check)	
14. R. to Kt. second (check)	
15. K. to K. R. second (dis. ch.)	
16. Q. to K. B. fifth (check)	
17. B. to Q. Kt. second (check)	
18. Q. to Q. B. second (check)	
19. Q. to K. B. second (check)	
20. Q. to Q. fourth (check)	
21. B. to B. third (check)	
22. Q. to K. Kt. (check) (R. takes Q. mate)	

No. 109. *Page* 351.

Check with Pawn, and mate with Kt. R. or Q.

No. 110. *Page* 351.

White.	*Black.*
1. B. to K. third	1. P. to K. fourth (or A)
2. P. to K. B. fifth	2. K. to Q. third
3. R. to Q. R. seventh	3. King moves
4. Rook mates	
	(A)
	1. K. to Q. third
2. R. to Q. R. seventh	2. P. to K. fourth
3. P. to K. B. fifth	3. King moves
4. Rook mates	

No. 111. *Page* 352.

White.	*Black.*
1. Kt. to Q. third	1. Q. to K. B. third
2. R. takes P. (check)	2. Q. takes R.
3. Q. to K. B. sixth (check)	3. K. takes Kt. or K. to K. R. fifth
4. Q. mates at Q. B. second, or K. to Kt. third	
If 1. K. to Q. B. second	1. Q. to Q. square
or 1. Kt. to K. third, or B. third	1. Q. to Q. square
or 1. Q. to Q. B. sixth (check)	1. K. to K. B. fourth
or 1. Kt. to Q. seventh	1. Q. to K. Kt. fourth
or 1. Kt. to K. Kt. fourth	1. Q. takes
or 1. K. to any other square	1. K. to K. B. third

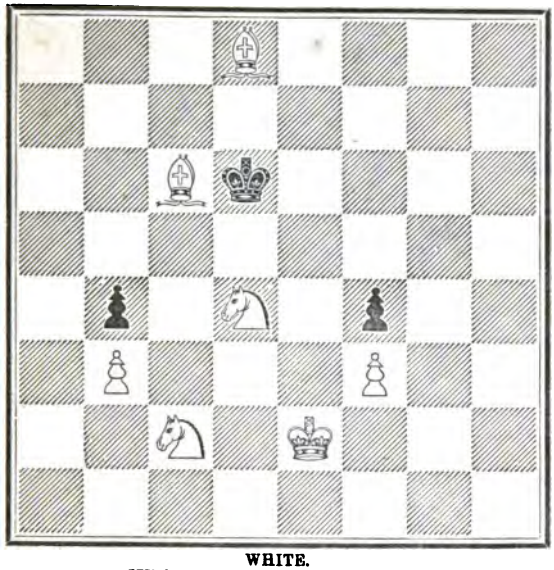
And Black defends the mate.

No. 112. *Page* 352.

White.	*Black.*
1. Kt. to Q. fourth (check)	1. B. takes Kt.
2. Q. to K. Kt. sixth (check)	2. K. takes Kt.
3. B. to K. B. seventh (check)	Kt. takes B.
4. P. to K. fourth, mate	

No. 117. Problem by J. CAMPBELL, Esq.

BLACK.

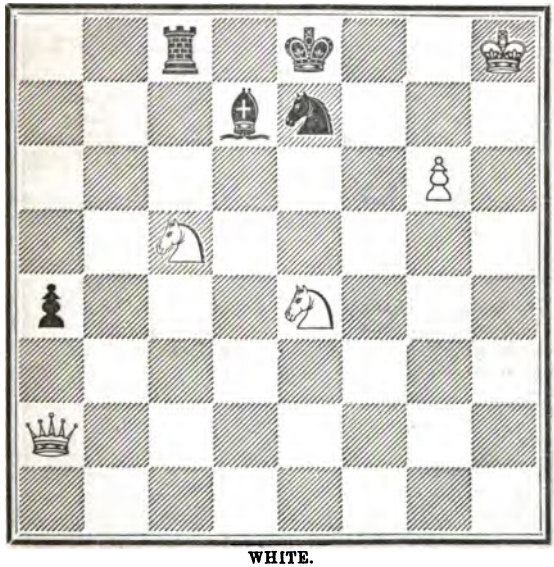


WHITE.

White to mate in four moves.

No. 118. Problem by F. HEALEY, Esq.

BLACK.



WHITE.

White to play, and mate in four moves.

No. 119. Problem by Herr HORWITZ.

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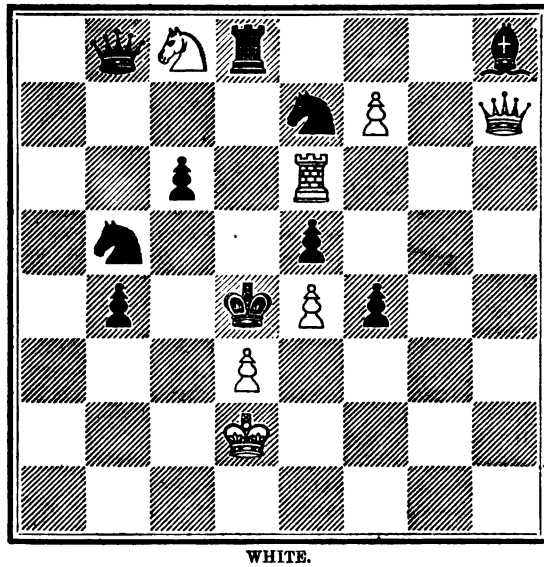
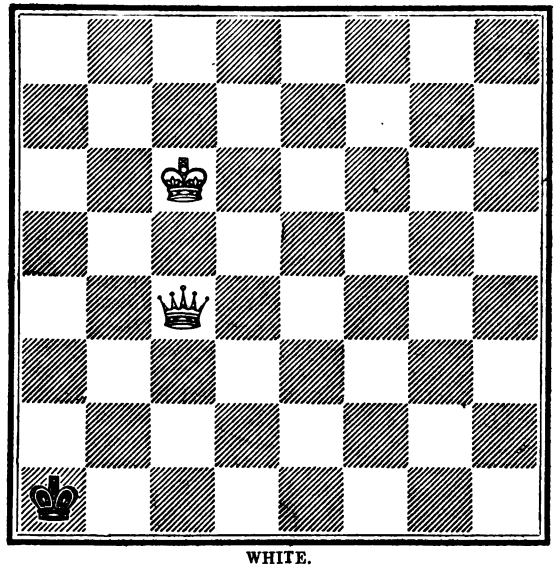


WHITE.

White mates in five moves.

No. 120. Problem by Herr KLING.

BLACK.



WHITE.

White mates in eleven moves, by playing only the Queen.

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THE

CHESS PLAYER'S CHRONICLE,

(THIRD SERIES).

JANUARY, 1860.

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PAUL MORPHY,

A SKETCH FROM THE CHESS WORLD,

BY HERR MAX LANGE,

Editor of the Berlin Schachzeitung.

TRANSLATED INTO ENGLISH, WITH ADDITIONAL NOTES,

BY HERR FALKBEER.

CHAPTER I. treats of the chivalrous nature of the game. Chap. II. compares Paolo Boi with Paul Morphy. Chap. III. gives five games played by Morphy in his youth. Chap. IV. speaks of the Chess Congress in New York in 1857. Chap. V. relates Morphy's triumphs in New York. Chap. VI. represents the American Chess Champion on his return to New Orleans. Chap. VII. narrates his voyage to, and his arrival in England. Chap. VIII. enumerates his victories over his English opponents. Chap. IX. is devoted to the Match with Löwenthal. Chap. X. refers to the Chess Meeting at Birmingham. Chap. XI. describes the youthful hero's reception and Blindfold Performance in the Café de la Regence in Paris. Chap. XII. contains the games with his French opponents. Chapters XIII. and XIV. present a detailed account of the respective Matches with Harrwitz and Anderssen. The concluding Chapter expresses the author's own reflections on the American champion's extraordinary triumphs and future prospects. To which is added an Appendix, containing Morphy's Match with Mongredien. Morphy's Blindfold Games at the London Club. Two of the Blindfold Games at the St. George's; and Four of the simultaneous Games at the St. James's, &c. &c.

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B. W., *Temple.—We forgot to mention, that the notes to the games given in last number, between Mr. Green and the Brahmin, are not editorial ones, but Mr. Green's own notes. We do not know if that gentleman intends soon to return to England, although we have heard it mentioned by some of his acquaintances. We certainly wish it, for it would enliven a little our Chess circles, as he is an ardent lover of the game.*

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(THIRD SERIES).

JULY, 1860.

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BY HERR FALKBEER.

CHAPTER I. treats of the chivalrous nature of the game. Chap. II. compares Paolo Boi with Paul Morphy. Chap. III. gives five games played by Morphy in his youth. Chap. IV. speaks of the Chess Congress in New York in 1857. Chap. V. relates Morphy's triumphs in New York. Chap. VI. represents the American Chess Champion on his return to New Orleans. Chap. VII. narrates his voyage to, and his arrival in England. Chap. VIII. enumerates his victories over his English opponents. Chap. IX. is devoted to the Match with Löwenthal. Chap. X. refers to the Chess Meeting at Birmingham. Chap. XI. describes the youthful hero's reception and Blindfold Performance in the Café de la Regence in Paris. Chap. XII. contains the games with his French opponents. Chapters XIII. and XIV. present a detailed account of the respective Matches with Harrwitz and Anderssen. The concluding Chapter expresses the author's own reflections on the American champion's extraordinary triumphs and future prospects. To which is added an Appendix, containing Morphy's Match with Mongredien. Morphy's Blindfold Games at the London Club. Two of the Blindfold Games at the St. George's; and Four of the simultaneous Games at the St. James's, &c. &c.

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AUGUST, 1860.

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